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SUPER ACTION

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JUNGLE BOOK

A simple bare necessity

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Hyper V-Ball
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GOT A LICENCE?

Licences are the next big thing. Just have a look through this issue of Super Action to see what I mean. From animated heroes such as The Jungle Book's Mowgli, Hanna-Barbera's Top Cat, Hong Kong Phooey and Yogi Bear (to name but a few) to real-life stars such as Bruce Lee, the SNES market is enjoying a licence bonanza. The refreshing thing is that although licences are often a cop out to guarantee software sales, the latest ones are actually playable and worthwhile without having to rely on the names selling the games. All I need now is a television licence... ALEX

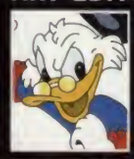
the super action dreeze brothers...

EDITOR.....

Alex Lee

Recently, some of the Super Action kids embarked on a trip to London – some of them didn't. Here's a brief resume of what those who went got up to and what those who didn't go did instead. Alex went to Charlton to play footy but it was rained off.

ART EDITOR.....



Marc Keating

Marc, a great fan of television detectives, was one of the London boys. To back up his claims of being the world's number one expert on fictitious TV crime shows he acted like Starsky And Hutch's, barman Huggy Bear during the day and like Dutch sleuth Van Der Valk on the night.

CO-ART EDITOR.....

Alex Jeffries

Alex turned down the chance of a trip of a lifetime to the smoke, muttering some feeble excuse or other about not having any money. Perhaps he should have agreed to drive down as, while home alone, his car got ransacked. He's got even less cash now.

DEPUTY EDITOR.....

Jay Sharples

Jay was one of the abstainers. Instead of joining in with the frivolities down South, he went to Manchester Academy to watch The Brand New Heavies. What's weird, however, is that some of the band members were pretty old and light.

STAFF WRITER.....

Neil Jones

Neil, the guy whose knowledge of life is garnered from lifestyle magazines, had a great time in England's capital city. In one pub, he spotted a male model from ID magazine and from that moment on he was into modelling – but how does it work, Neil?

PRODUCTION EDITOR.....

Dave Longworth

Speedy '20 cups of coffee' Dave came with the capital gang, but spent most of his time asleep. Self-styled analyst of magazines and popular TV, Dave spoke in sound bites when awake, but lapsed into flowery language while slumbering.

CONTRIBUTOR.....

Andy Sharp

Readers of sister mag GB Action won't be surprised to hear that Andy blew London out in order to watch a Nine Inch Nails gig. The boy was right at the front of the moshing crowd, waving his hair, stamping his feet and generally 'doing grunge'.

CONTE

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SUPER ACTION

Editor: Alex Lee
Art Editor: Marc Keating
Associate Art Editor: Alex Jeffries
Deputy Editor: Jay Sharples
Production Editor: David Longworth
Staff Writer: Neil Jones
Contributor: Chicken
Commercial Director: Denise Wright
Advertising Manager: Simon Lees
Advertising Sales: Jane Normington
Ad Production: Barbara Newall
Marketing Manager: Lucy Oliver
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Systems Manager: David Stewart
Circulation Director: David Wren
Managing Director: Ian Bloomfield
Group Chairman: Derek Meakin

Europress Enterprise Ltd,
Europa House, Adlington Park,
Macclesfield SK10 4NP
Tel: 0625 878888 Fax: 0625 876669

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Another typical British Summer is upon us – no sun and no fun. So why not stay indoors, veg out and play SNES games, as recommended by Super Action, all day?

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Bomberman 2 exclusive piccies, the biggest video game championships in the world – ever, the Jetsons, Micro Machines and much much more in this month's Planet Nintendo. Boo ya!

Wario's chart stormin' success, Jungle Strike from Gremlin, Rocko's Modern Life and the wonderful FIFA SNES bargain bonanza. It's all in here and it's all mighty fresh

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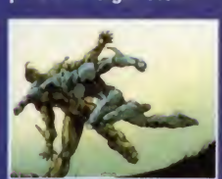

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STAR TREK, KING OF THE MONSTERS 2, KNIGHTS OF THE ROUND, MEGA MAN SOCCER, EYE OF THE BEHOLDER, SUPER METROID AND SOS WERE ALL KINDLY LENT TO US BY THE UNCANNILY FRIENDLY CHAPS AT DREAM MACHINES 2. YOU CAN FIND THEM AT BORIS HOUSE, VICTORIA ROAD, HARTLEPOOL, CLEVELAND. OR JUST GIVE 'EM A BELL ON THE NUMBER BELOW. OK?

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PLANET NINTENDO

CAN YOU HANDLE IT?

Grab your passport for a Super Action trip around the wonderful world of the SNES. The hottest news is comin' at ya right here. Don't forget your toothbrush!

Blockbuster Video, the world's largest home video rental company, announced the first ever worldwide videogame championship to a whole host of industry and media types last week. It's open to all video games-players aged 20 or under and the organisers hope to scour the world in an effort to find the best two gamesplayers on the globe.

Up to 65 Blockbuster stores nationwide will be holding knock-out rounds in-store, as are 2458 stores in the US, 83 in Canada, 52 in Chile and in Australia.

In-store action will commence on July 2nd and last for three weeks, during which time all the competitors will turn up at their local store and play three different games, one a week, on either the SNES or the Mega Drive.

The player on each format with the highest score at the end of the three weeks will be crowned store champion and earn him/herself a place in the UK National Championships. These will be held at the Trocadero in London on Saturday 30th July.

All the 130 store champs will then compete for one of the four finalist places to represent the UK at the final. And guess what? The finals will be held at the Fort Lauderdale Convention Centre on August 19-21 (if you are not getting excited yet, let me tell you that Fort Lauderdale is in Florida. Excited now?).

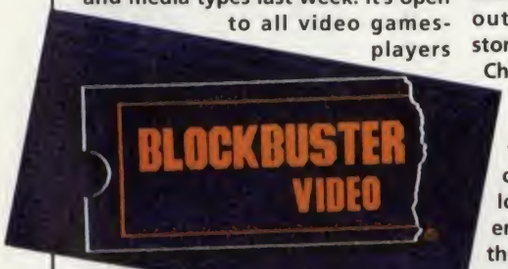
The six games that you will be playing if you enter this world first event are the following: NBA Jam, Sonic 3 and Virtua Racing on the Mega Drive; and TMNT Tournament Fighters, Clayfighter and NBA Jam on the SNES.

If you're wondering what prize lies behind this awesome event (apart from being taken to Florida for free), then let me fill you in.

There will be numerous semi-prizes for near enough everyone who enters, ranging from NBA Jam basketball goodies, Drifter chocolate bars, FIFA footballs and loads of other stuff kindly donated by the many many sponsors of the event. The main prize though is quite breathtaking.

If you win, you'll be whisked off to sunny San Francisco where you and a parent or guardian will enjoy the thrills and spills of an all-expenses-paid trip around the big city. Not only that, but you will become Editor of America's Game Pro magazine for the day, receive hundreds of special limited edition goodies and you'll also be digitised into a videogame as well! How smart would that be eh? That would shut your mates up in the playground wouldn't it?

So, there you have it. The first ever Worldwide Videogame Championships courtesy of Blockbuster Video. Do you fancy yourself as a winner? Could you beat the rest of the world at Clayfighter? If you think you've got what it takes, then get yourself down to your local Blockbuster Video store and sign yourself up. Good luck and I'll see you stateside!



Left: Clayfighter from Ocean is just one of the three SNES carts you'll have to master in the Blockbuster challenge

Right: Acclaim's basketball bombast, NBA Jam is the only game that appears on both formats in the tournament

Above: Could your face be here? If you win the compo, it's a possibility believe me. Get yourself digitised courtesy of Blockbuster Video

SPACE CADETS

Zora, leader of a band of evil space pirates named the Spree, has lost her home due to an ecological disaster and now she has set her sights on planet Earth (sound familiar?). She plans to steal all the Earth's natural resources and build herself a new home on a far away distant planet.

Only one man can stop her dastardly plan and save the Earth from destruction and that man is none other than Mr George Jetson!

Yes, you heard me correctly, the Hanna Barbera '50s space cadet is storming onto your SNES sooner than you think.

With the help of his Pneumo Osmatic Precipitator, George must move around the massive nine levels and suck evil space pirates from the walls, floor and ceiling before they take over the planet.

Watch out for more on The Jetsons: Invasion Of The Space Pirates soon.

micro movers

Micro Machines from Codemasters was a huge success on every format it graced. Could it take the driving crown from Mario Kart? Maybe

They're at it again! The boys at Ocean Software are continuing to add titles to their '94 SNES catalogue like men possessed. This time around, they've signed up Codemasters' classic miniature racing cart, Micro Machines.

The game is based on the best selling toy range by Galoob and involves you getting behind the wheel of some of the smallest modes of transport known to man. All the action takes place on some very bizarre race courses indeed, including breakfast tables, bubble baths and even on top of a pool table. The game did quite well on other console formats (Mega Drive, Game Gear, Master System, NES and Amiga) and Ocean are planning on it continuing its success when it's released for both the SNES and Game Boy later this year. More news as we get it.

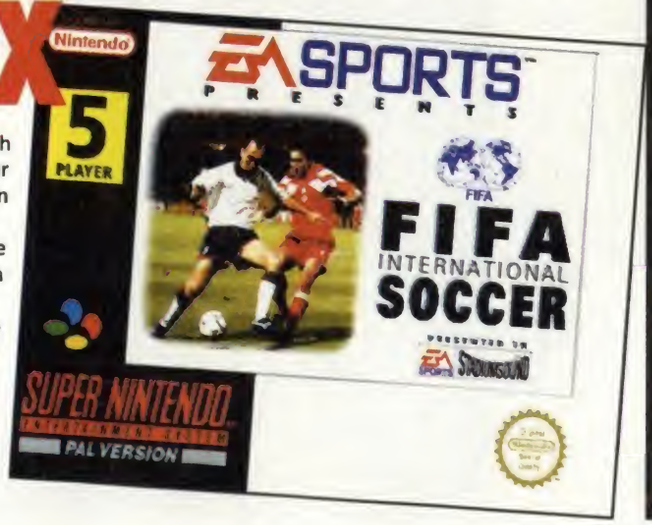
IN THE BOX

Nintendo UK have got their heads together with the guys at Ocean and come up with another super bargain SNES bundle due to hit the streets in early June.

To tie in with this year's World Cup, Nintendo are releasing the normal SNES hardware pack with a copy of FIFA International Soccer to boot!

FIFA joins a long line of classic carts that have been bundled together with the SNES hardware pack in the past, such as Starwing, Mario All Stars and Street Fighter 2 Turbo.

The FIFA pack should set you back around £129.99 but the game can be purchased separately for the sum of £44.99. Bargain!



STOP PRESS

WAY DOWN DEEP...

According to Gremlin, the greatest sequel of all time is hitting your SNES this autumn. The game in question is the funky Jungle Strike and from what we've seen so far, it may just turn out to be the biggest blast 'em-up to reach your Nintendo this year. Those of you who purchased Desert Strike will no doubt be familiar with the main bad dude in the game, General Kilbaba, and those of you who completed Desert Strike will know that he died at the end of the first game. Well, the General has spawned a son and he has dived into Daddy's shoes head first and already begun to terrorise the world. As usual, it's down to you to seek out the General's offspring and bring him to justice. Jungle Strike is planned for an October release, so start saving your pennies now kids.

BURN BABY BURN

Whoops! Remember a couple of issues ago we had some 'exclusive' Bomberman 2 screen shots in the news? Well, they weren't exactly the right ones.

Yes, yes, we made a bit of a boo-boo on the screen shot front and ended up printing shots of Bomberman '95 for the PC. We have since been whacked sternly across the knuckles by the boys at Virgin (the chaps responsible for releasing Bomberman 2 over here) and they have now issued us with an actual copy of the cart so we can show all you guys just exactly what's coming your way. So just enjoy the screen shots and forget all about the story we ran the other month, OK? Oh yes, Bomberman 2 will be in the shops around November. Got all that? Sorted.

Sparkster (below) and Wackyland Sports are the latest Konami carts on offer. Both look cool and play like a dream come true. No doubt we'll be the first to see it

Konami klassics

As reported a couple of issues ago, Konami are now putting the finishing touches to the two freshest additions to their SNES catalogue. Sparkster (otherwise know as Rocket Knight on MD) is all set to take on the world in his debut SNES platform romp and the Tiny Toons posse are in a sporting mood as they bound onto the wonderful world of Wackyland Sports. Both these carts are currently in production, but they should reach our shores sometime around Christmas. But to set your little hearts 'aflutter, here are a couple of exclusive screen shots for you to drool over.

Rocko & Spunky

Due to his amazing success rate on the Nickelodeon cable channel over here and abroad, Rocko the kangaroo has finally got his own SNES cart. Following a similar story to the Holy Grail, Rocko must safely guide his pet pup, Spunky, around numerous levels in a bid to find the golden fire hydrant. Puzzles must be completed in order for you to exit each section of the game, so patience and perseverance is a must. More news on this funky kangaroo and his pesky pet pup in next month's thrilling issue of Super Action.

WARIO!

Possibly Nintendo's fastest selling game ever has to be Super Mario Land 3 – Wario Land.

It took hold of the number one slot in the sales chart within its first two days of release. The two day's sales figures were enough for Wario to knock FIFA from the coveted top slot. Most of the major software retailers reduced the store price on the Wario cart to £19.99, and this, it seemed, prompted even more people to rush out and grab themselves a copy.

According to recent figures, Wario Land outsold FIFA 2:1, which is good going in the world of video game retailing. Wario is soon to make his debut on the SNES with the interesting-sounding Wario & Mario. More info as we receive it.

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THE JUNG

VIRGIN ● £TBA ● 1 PLAYERS

The latest of the Disney cartoon tie-ins is the classic story known as the Jungle Book. Written by Rudyard Kipling, this is the story of Mowgli, a young boy who is abandoned by his parents (ahhh) and found by a big black panther called Bagheera (hoorah).

Now although Bagheera was a confirmed man-hater and found the prospect of chowing down on the new born baby quite appealing, he managed to fight his natural instincts and decided to save the little imp.

This new found compassion didn't actually stretch to looking after the child itself, so Bagheera fobbed him off on a pack of wolves

It looks set to forcibly take the SNES platform crown and maintain a fairly secure reign for some time to come. All kneel and praise the king of the console swingers. NEIL

OFFICIAL REVIEW

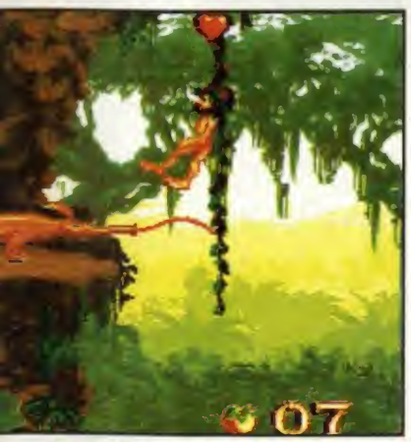
LE BOOK

Go on, wave back at little Mowgli as he ascends the vine to show how high he can climb

who agreed to wean the small child. Bagheera returned to find that the wolves had done all they could and they believed that the man cub must be returned to a human lifestyle in a nearby village.

On the way to the village, they bump into the fat, loveable oaf Baloo the bear. Baloo offers to take care of Mowgli and this is where the fun really kicks up a gear. Baloo teaches the youngster all the ways of the jungle and they spend many happy days knocking about the jungle, eating bananas and termites,

Mowgli learns how to peel a banana with just one hand. It's very impressive



Jump on that anteater-type creature, he probably deserves to die

The beautiful animation is particularly good whilst Mowgli is swinging through the trees

and knocking around with King Louie (THE proper king of the swingers). Of course it isn't all sweetness and light and Shere Kahn the tiger fancies a bit of rare Mowgli steak for his tea.

It's so sweet when a deranged dog happens to take on board responsibility of an orphaned animal, like a hedgehog, a water buffalo or something and treat it as it's own. Let's face it, it is just such occurrences that have maintained the stunning viewing figures on 'That's Life'!

The problem is that a large bear acting as a surrogate mother and father to a small human child hardly rings true (just think of the communication difficulties). What's that? Oh I see. It isn't a true story – no one told me! Well bang goes that train of thought. Mmmm, anyway back to the game.

Lets face it, everyone knows the plot and at the end of the day you're only interested in the game. Well not to put too fine a point on it Jungle Book is about the most gorgeous running, swinging and jumping game you are likely to have seen on your SNES ever.

Aladdin held this esteemed position for a few short hours but alas didn't quite make the mark. It looked good but I think Jungle Book is better and, more importantly, you are unlikely to complete this in a couple of nanoseconds, as was the case with Aladdin.

Your great mate Baloo the bear greets you at the end of each level

Each of the differnt levels is represented by a chapter in the book

Keep chucking those bananas at that bird and he'll get so full he'll explode

Avoid the red plants if possible as they will reduce your energy

Mowgli shows off his banana balancing prowess. Oh bravo!

Jungle Book has 12 big levels and they are really tough. This is no bad thing – far too many games of

late have been as easy as falling off a log which is just not on when we are talking about spending £50 or so. I'm not saying that Jungle Book is worth every penny of the price tag but it's certainly closer to it than most.

This is a fun game with loads of nice ideas and touches. Mowgli can do all the usual platform-type things. You know: run, jump, swing on vines and perform lots of amusing little jigs and juggling tricks when you pause for a couple of seconds.

As you would imagine, the jungle is a dangerous place and there are numerous animal, mineral and vegetable foes for you to face. Having said that, not all the creatures are going to hurt you. For example, some of the snakes spit venomous gob at you whereas others provide a little spring-like skyward assistance! Similarly, some plants will reveal extra hearts if you shoot them and others will actually shoot you!

There are also plenty of inanimate obstacles for you to get past. Boulders, yawning chasms and huge drops all have to be negotiated and more often than not this means swinging on very conveniently placed vines or tightrope walking on equally conveniently placed tightropes!.

This is a little tricky to begin with, but after a while you'll learn when to jump and when to let go without plummeting earthward.

If you do happen to slip and fall, there is still no need to worry. You won't have seen a more amazing pair of underpants since the Viz character Felix. Originally designed for MC Hammer, these pants are baggy enough to act as a para-

Mowgli's amazing underpants have done it again and saved our little hero

Right: Shere Kahn the tiger is after Mowgli's hide and he won't stop till he gets it

Left: When you kick the bucket two stretcher-bearing monkeys make a comedy dash onto the screen.

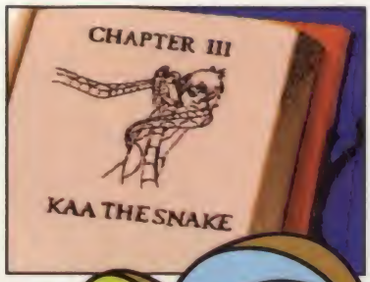
WALT'S VAULT

He's probably the biggest thing ever to happen to the cartoon world and his legacy lives on in numerous ways, not least of which (as far as we're concerned) is the immortalisation of some of his best known characters onto silicon.

Watch your step as you tipsy toe your way across the vines that stretch all over the jungle. One false step and it could be all over for young Mowgli

High up in the jungle canopy really is no place to dance around is it?

The elephant provides a fixed point you will return to should you cop it



The Inca temple is very scary so little Mowgli runs as fast as his stringy legs can carry him

Some of the snakes act as springs firing you up to higher platforms

chute and break our little hero's fall.

If you have fallen, it's worth looking out for any giant Dragonflies that may just happen to be lying around looking bored! These act as lifts and return you to the platform you fell off.

I think it's safe to say that this has to have some of the smoothest animation and best backdrops you have seen or are ever likely to see on the SNES, and without a doubt this hovers around the top spot in terms of gameplay. Everything about this game says class. Great graphics, tunes we all know and love, and all that Disney magic.

If you were thinking that this was merely another attempt to cash in on a Disney movie licence (like Aladdin turned out to be), then forget it. This is quite simply a platform classic and deserves every percent of its suitably high mark.

This is as close to platform perfection as we have seen on the SNES to date. If you are a fan of the genre then I think you owe it to yourself to play this game at least once in your lifetime. Even if your not this is good enough to warrant your attention.

Dusk in the jungle is very, erm, red isn't it? Here Mowgli comes a cropper with that Tucan

Ride 'em Mowgli! Hitching a lift on the huge parrots will transport you between platforms

It may be a platform game, but every now and then a cart comes along that seems to rise above this unoriginal genre. The emphasis on gameplay and attention to detail makes this a dream to play. It's got great graphics, top tunes and challenging levels – what more could you possibly want from your platform game?

Jay confidently predicted this would be the platform game of '94 back in issue 21 and I think this is almost certainly the case. All I can say is play the game and see for yourself. It's a treat!

GRAPHICS	**94**
The animation is excellent and the backdrops simply gorgeous	
SONICS	**93**
THE tune is there and you'll be humming it for ages to come	
LIFE SPAN	**92**
Lots of tough levels means it will run and run	
GAMEPLAY	**92**
Probably the best platform game yet, it's a beauty!	
OVERALL	**93%**

The wild boy of Aveyron

Early one morning in 1800, a naked boy walked into a village in the French province of Aveyron. It transpired that the boy (estimated to be 12 years old) had lived in the nearby woods his entire life after being abandoned by his real parents at birth. He could not eat meat (only roots, raw potatoes and nuts), he ran about on all fours, could only make grunting noises and he refused to wear clothes. Victor, as he became known, died in 1828 after many attempts to socialise him had proved unsuccessful. A real-life Mowgli?

Right: In between each stage of the game, you get treated to these gorgeous stills from the movie Dragon. They look mint

An original, oriental, one-on-one, off-the-shoulder, Kung Fu, boo ya slapping fest at your fingertips. But did you know that Bruce Lee had three identical brothers? ***JAY***

DRAGON

VIRGIN ● £59.99 ● 1 – 3 PLAYERS

Brucey has always been a hero of mine. His films may have been low budget affairs filmed in brighter-than-bright technicolor, all topped off with a fine sprinkling of diced dialogue and ill-fitting accents, but the quality of the fighting was always top notch.

Let's face it, Bruce Lee wasn't the kind of bloke that you'd have played knock and run on. He could have walked into your dad's local, spilt his pint, called your mam a whore, spat in your dad's face and dear old papa wouldn't have moved a muscle – that's how hard this guy was.

He starred in many Kung Fu movies over the years, playing the Green Hornet's trusty sidekick in a '60s series of the same name before hitting the big time. Scripts flooded his doorstep for big budget movies and he welcomed them with open arms. From here on, Bruce Lee quickly went on to become a superstar.

But in 1973, at the peak of his fame, Bruce Lee died from a brain oedema caused by an adverse reaction to a headache tablet whilst filming Enter The Dragon. His family grieved the loss of a father, the world the loss of a movie star and martial arts master.

When he was alive, Bruce Lee was the best there was and even now, many years after his death, he is still considered to be the greatest fighter of all time.

Left: Mini Mike uses his strangle hold to get the better of Bruce. You must beat him in 60 seconds or less if you want to progress. Below: Check the spinning cleaver attack, courtesy of Gussie Yang's fiery chef

Above: Whilst filming The Big Boss in Thailand, Bruce comes across an old enemy. Slap him around a bit until he moves into the freezer. Left: Here Bruce must smash the oncoming blocks of ice and then move on to finish off Japguile

More recently, his only son, Brandon, also died mysteriously. Rumour has it that the Lee family were cursed by demons, a curse that had hung over them for years. And this, my friends, is where the game comes into my tale.

Last year, Universal Pictures graced Hollywood with Dragon: The Bruce Lee Story. As the title suggests, the film told the story of Bruce's weird and wonderful life, his loves, his problems, his family and his curse. The film concentrated strongly on the Lee demons and showed how Bruce battled to lift the curse from himself and his family. It was a really cool idea for a movie and an even better idea for a video game.

After all, the fighting games available nowadays all have very strong martial arts tendencies. The main reason Karate, Kung Fu, Ju-jitsu and all the other martial arts are so much in the public eye is down to one man – big bad Brucey. So it's about time he qwang-flung-dunged his way onto the SNES innit?

As I've no doubt mentioned, the game follows the 'plot' of the film quite strongly, so I'll run through the game's scenario and comment on each section which coincides with the film if that's okay with you guys. Here we go then:

When Bruce Lee arrived at manhood, his father sat him down and told him a tale that would haunt him until his tragic and untimely death. He spoke of demons, magical mirrors and big suitcases full of money. Producing Bruce's birth certificate, his father told him that he was in fact a native American and how he must make his way there and seek his fortune.

So, bulging hold-all in hand and a promise to his father buried deep in his heart, Bruce swiftly climbed aboard the next junk out of town.

On his arrival (I'm still following the plot of the game here and it's 1961), Bruce stumbled on a local Japanese lantern dance and as most new kids in town do, he promptly picked himself a fight with a burly sailor who was carrying a bicycle chain. This, surprisingly enough, is your first challenge.

The ceiling is chock-a-block with more oriental fish lanterns than you can shake a chopstick at and the floor below is filled with drunken sailors. This game ain't no breeze people, so don't be expecting to plough through the bad guys in an instant. This piggy needs to be mastered before she's ridden.

You are equipped only with your fists, your feet, your instinct and a pair of MC Hammer's long crotched pants. Using Bruce's skills in the martial arts, you must pummel your way through the story that unfolds before you and beat all who stand in your path.

Let me make this clear. This isn't Streetfighter, nor does it claim to be. What we have here is a static Final Fight-type arrangement, except that you must fight characters from different parts of Bruce Lee's life. Did you follow that? If you select one-player mode, that's how you will play the game. If you have a friend or friends, you can all get together with a multitap and beat the living daylights out of each other.

You each control Bruce, but all wearing different coloured pantaloons. The basic idea is to decrease the others' energy whilst keeping your own in tip-top condition. It's every man for himself and the last one standing is the winner. This part is OK for a laugh, but it's the main game itself you want to be concentrating on.

After you've dealt with the intoxicated boat boy, the story leads us to San Francisco. Bruce has found himself a job washing up in Gussie Yang's restaurant. As in any professional kitchen, there's a chef who

Above: Mr Microphone Head receives a devious kick in the groin and falls to the ground with a hefty thump

Above: Ed Parker's First International Karate Contest gets off to a flying start with Bruce striking Mike's foot with his chin

Below: The demons are coming! Bruce panics and soils several pairs of baggy karate pants in the process

Above: As you can clearly see, Bruce Lee is the best fighter around. Below: The Enter The Dragon stage has a new and exciting opponent for you to beat

thinks he's tougher than the rest and he starts hassling Bruce.

Now Bruce did a stupid thing whilst working here, and that was mixing work with pleasure. So there he was, bold as brass, getting fresh with the chef's daughter and he copped for it. Your second fight awaits! Your opponent is a sizeable one (as are most in the game) and had the forethought to bring his pet meat cleavers with him. P o n y tail swishing through the air like a confused helicopter, twirling his meat cleavers around his head like a man possessed, he comes at you. Here you just have to slap him around a bit until he backs off. A quick bout of 'right you, outside!' in mumbled Japanese and we're in the alleyway outside the kitchen. Round three!

Above: Take that you brute! Bruce lets loose a roundhouse kick as Mike watches

Wouldn't you just credit it? The mad cleaver-swinging chinaman not only has an identical pair of cleavers, but has an identical brother to boot! Now you get your first taste of the three-way gameplay. Dealing with twin opponents can be quite tricky, even with your newly acquired 'mid-air-splits-like-Leroy-from-Fame' wonder kick.

Play tough and keep your cool and it's back in the time machine for you. Hey! It's 1964 man. Loosen up. You're in a Seattle Gym and you're getting cocky while training. Enter your fourth enemy: Mr Microphone Head. If any of you have seen Enter The Dragon, you'll know who I'm talking about. Boy, is this man fly!

Even though he's got a kink pastel blue karate suit on, he still oozes that 'Hey, I'm cool, but if you jive my ass I'm gonna break yours in two' type of toughness. Spinning back kicks and choke holds are his specialities, so be on the lookout. Again, the backdrops are classy here and look very Streetfighter-esque to my mind.

After Afro Man, your next opponent is waiting in Oakland, California. It's still 1964, but now you're in some kind of private fighting arena beneath a gymnasium. Supposedly fighting for the right to have his own business, Bruce goes toe-to-toe with a beefy midget sporting an ill-fitting Michael Bolton wig.

Several wise old men sit motionless in the background, occasionally moving only to break wind or clap, they are the ones you must impress and miniature Mike is the one you must smash. Watch out for the strangle hold, it's lethal. From here, it all becomes quite bizarre.

You are now on a film set on an exotic location. Don't ask me where or what film is being made, just play the damn game. Another bout of three-way fun is upon us. But, oh joy, behold – it's with two girls! Unfortunately these fine-looking chicks carry long staffs (for some reason which escapes me) and they can kick ass big time.

These two mean business and their staff usage can punish your energy bar no end. One plus point is that they are dressed in some very dubious-looking thigh length boots and kinky leather basques and they're twins, and what a lovely pair they are too... mmmm... ahhh... oh sorry, I was drifting off then.

After the chix-with-stix encounter, Bruce makes his way back to his Kwoon. This is the school where Bruce teaches and as the local wise men aren't too happy with Brucey boy teaching the world 'their' fighting skills, they send round the boys, well... boy actually.

MY NAME IS BRUCE

BRUCE FORSYTH: Elderly quiz show host famous for his annoying catchphrases and his equally annoying hair-piece. Oh, and his big chin

BRUCE LEE: Long time martial arts master and film star. Believed to be working in a Russian salt mine as part of a '70s white slave trading operation. Also rumoured to be dead as a dodo

BRUCE BANNER: AKA Dr David Banner, mild mannered and trustworthy drifter. AKA The Incredible Hulk, large green muscular man with bad temper and pant-ripping tendencies

BRUCE WILLIS: Star of the Die Hard movies, this small balding filmstar now owns a chip shop with Sly Stone and Hans Rummenegger, allegedly

BRUCE WAYNE: AKA Batman – The Caped Crusader. Early DC comics star who made the big time with a trilogy of spin-off films starring Michael Keaton and friends

It may have been my eyesight, but it definitely looked like Afro Man was back for some more action.

Take a deep sigh and pummel him again and once you've done that, it's off to Ed Parker's First International Karate contest at Long Beach Stadium we go! At the contest, Bruce is demonstrating Wing Chun Kung Fu – the new fighting style he has been teaching his pupils at his kwoon. He offers a challenge to the unconvinced crowd: "I'll beat any man in 60 seconds." Bad move number one.

Michael Bolton's dwarf twin brother is back in town and he wants you in the ring. Go to it Bruce! You must beat mini Mike in under 60 seconds on this 'level' and failure to do so will result in you losing one of your precious lives. If you do beat him, then hurrah for you, you're on to the next round.

It's the final day of shooting The Big Boss movie in Pak Chong, Thailand, 1970 and Bruce has stumbled on an old enemy. Coming at him like a Japanese Guile, this combat man is after Bruce's blood. Fight with him for a while and he'll soon run into the ice factory. Here you have to be quick with your punches or you'll get whooped by several big blocks of ice.

They swing in from the rafters on huge hooks and a simple direct kick will smash them, as will a couple of swift punches. When you make your way to the right, Guile's back for more of your sweet loving. You finish him off and then whisk yourself off to another film set far, far away from here – it's the 32nd day of shooting Enter The Dragon if you must know.

Again, if you've seen the movie in question, then you'll remember the main bad dude from the film won't you? You don't? Well he's a nasty piece of work if ever there was one. His hand was probably eaten by a crocodile or something tough like that, so in place of his right hand, Mr Enterthedragon has a number of assorted add-ons.

One flick of the wrist and he's got a fist full of spiky metal prongs and he's coming at your throat. The original film had a smart finale involving thousands of carefully placed mirrors. Sadly the game doesn't. Instead, you just fight him in what seems to be his living room, as he's one of the main geezers in the game, this one's fairly hard, but after him you're on to the last lap.

The demons I spoke of earlier are here. The curse of the Lee family is taking shape in Bruce's mind and as he dreams of demons, we too are taken on a journey to hell in the final stage of this addictive beat 'em up. An ancient samurai warrior stalks the brain of Bruce and the only way to free it from his confused mind is to kill it when it appears in Bruce's nightmares (a bit like the Elm Street movies).

The graveyard hallucination is the hardest challenge in the game. This guy is at least nine feet tall, covered in bamboo shoots and rusty metal and... what the hell's that?!!! He's got a six foot long pole with a massive blade on the end of it! No fair! Referee! How the hell am I supposed to get near him for Christ's sake?

Try as I might, I ashamedly failed to defeat the demon, even in 'piece of cake' mode. He is indeed tough, and very hard with it, which in my book is a winning combination if you happen to be a fighter. His mysterious disappearing act works very nicely, but it's a pain in the arse when you're playing because you just want him to stand there and take the beats.

With all his fancy pole twirling, low swipes and devastating kicks, this demon offers a fitting finale for your cart. It's a bugger to beat and that's what's going to make you play until you do.

Each character is a challenge, unlike many other game sprites I could mention that have come before them in similar escapades.

The added bonus of being able to use the occasional kununchakas is welcomed with open arms, as are the various other 'hidden' abilities.

The graphics in the game are superbly animated without a hint of slow-down or glitch and I'm told that the overall speed of the game originally had to be slowed down as the programmers felt it was just too darn fast (like Bruce Lee's movies, so that's pretty appropriate!).

It all moves amazingly well and plays like a progressive arcade beat 'em-up should do.

Making this in a Final Fight/Battletoads mode would have spoilt the atmosphere and indeed the overall challenge of the game. The different characters require different fighting techniques so a learning curve must be cracked before you begin to make any real progress in the harder difficulty modes.

Right: Three-way Bruce bonanza! Get two chums, rig up your multitap and get down to some serious ass whoopin'

DRAGON

It may have been a long time coming, but Bruce Lee's debut appearance on the SNES is a welcome and enjoyable Kung Fu fest.

It offers something different in the beat 'em-up field and the three-player option is definitely a boost to its already bulging appeal.

The in-game sampled victory cries are a top laugh riot and they have all been excellently dubbed onto the onscreen visuals. Shame, I was really looking forward to reviving the old 'wanna fight?' gag.

GRAPHICS Absolutely fabulous! Smooth, well detailed and in yer face	95
SONICS Top voice samples and plenty of cracks and slapping sounds too!	92
LIFE SPAN The one-player mode is your best bet, but the three way play is top	91
GAMEPLAY Harsh difficulty curve that requires more patience than you think	90
OVERALL	**91%**

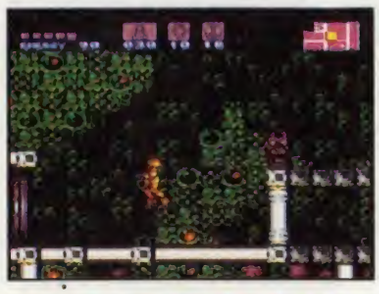
She's back! This time around she's been super-fied and thrown back onto Zebes for another bout with the almighty Mother Brain. Best thing since sliced bread? *JAY*

SUPER METROID

NINTENDO ● £49.99 ● 1 – 2 PLAYERS

Right: These aliens shoot three laser blasts at you at a time. Jump below the posts to avoid being hit

This is your first enemy. He hands you a bomb and then comes at ya!



Left: This bubble section of the game requires careful thinking. Above left: Using your speed boots, you blur across the screen

Once every blue moon (or whenever Alex gets a round in, whichever comes first), a cart arrives at our office, is placed into the SNES and from that moment on rarely gets removed. Super Bomberman did it, Championship Pool did it, Mario Kart did it, even Battle Cars suffered a long stint on the Super Action SNES.

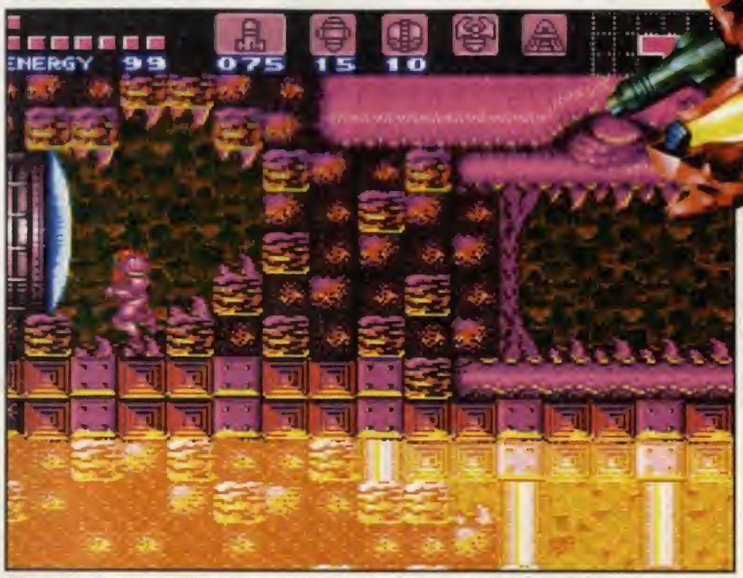
These games weren't anything out of the ordinary. They just played well, looked good and casually grabbed you by the throat and demanded that you played them until the early hours of the morning. Super Metroid is that kind of game.

As soon as I'd slipped it into the SNES I became entrapped. The general plot seemed to be fairly straightforward: run around an abandoned planet, shoot the bad guys, collect the prizes and get out. How wrong I was. This cart is far from being simplistic.

Admittedly, this is easily accessible on your first venture, but as soon as you start to work things out, you quickly realise that you're in for a long night.

Above: The evil Ridley snatches the baby brain at the start of the game. Shoot at him and get outta there!

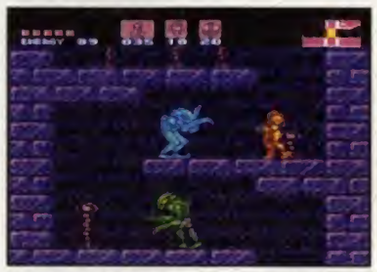
METROID



Above: You'll need an add-on for your suit to get to this stage in the game. Hot! Hot! Hot!

Above: Another alien life form to contend with. Power up and let loose a rocket

Below: Whenever you stumble across one of these statues, shoot the ball and collect the prize



Above: That's the way to do it! Freeze the suckers and then blow them to pieces

Above: Blast the pulsating eye with your rockets and then proceed

Above: Freeze your alien pals and then use them as bridges across the fire pits

To begin with, you stroll around the empty complex dodging the occassional mutant and picking up the odd power-up, but from those first brief moments on planet Zebes, you might as well kiss your social life goodbye for the next few weeks.

The basic idea is that you find your way through the vast sprawling space station and finally defeat the Mother Brain, but it soon becomes clear that this isn't your average run, jump and shoot affair. The icons you collect along the way build up your assault suit and, surprisingly enough, help you get out of what previously seemed to be impossible situations.

And that's the beauty of Super Metroid my friends. You'll be stuck in one section, you can see by the map that there's a way out, but you can't find it to save your life. So there you are, hovering over your SNES, clutching the Nintendo Hotline phone number in one hand and a large tuft of your hair in the other and then, as if by magic, an idea hits you so hard it knocks you clean outta your seat.

You begin to remember situations that puzzled you previously. You've just picked up a sparkling pair of high-jump boots and you're rushing back to that level where no matter how hard you hit your button, you simply couldn't make it up that gap – well now you can. Oh joy!

The extras that don't come with your suit aren't all that easy to find. You'll need to blow holes in the floor, walls and ceiling if you're going to be successful, and even then you probably won't find them!

The larger-than-large 'guardians' are a royal pain in the butt too. Several different attack patterns must be carefully sussed out and then performed if you've got any hope of reaching the Mother Brain and it's all very tiresome, but uncannily addictive.

I don't claim to be an excellent gamesplayer, nor do I claim to be pump at them, but Jeez, this Metroid is tough work. Thank God you've been graced with a battery backup so you can save your three hour-long journeys into hell, but even then you've got to go and find a saving room before you quit out and get some much deserved kip.

After a while, the layout of the planet becomes second nature. You

Above: Top up your energy tank by simply slotting your arm into the console

IN THE BEGINNING

Even though the Game Boy version was slightly less brain bending, it still played well

Characters from the Super version were around in the GB one too. Interesting eh?

Above: This is the saviour of this game. The saving room! Save your game and continue

Above: The blue doors only need one direct shot and they will open, allowing you access

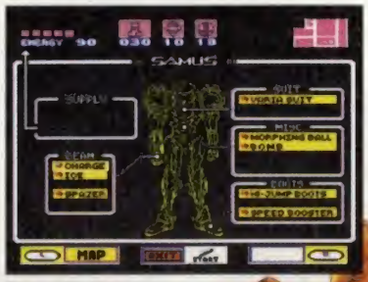
Above: A big beastie combining the four dragons of Zebes. Quite nasty

quickly storm through the dark, damp passages of Zebes with the confidence of Jimmy Corkhill on a midnight blagging spree – nothing can stop you and nowt's getting in your way!

It's inevitable that you're going to come unstuck at some point in the proceedings and my only advice to you is to stick at it. You're bound to suss it out after a while.

This is the cart I've been waiting for and now it's arrived I'm thrilled. I'm nowhere near finishing it (according to Ben from the Hotline) but I'll still strap on my assault suit and wade through the familar levels time and again until I do.

The whole atmosphere induced by this cart is totally amazing. It's not just the eerie soundtrack and the echoing laser blasts, but also those tingles you get when you've worked out a problem and the buzz when you've completed a particularly tricky section.



Above: Hit Start and you'll get to play around with all your assault suit add-ons

Super Metroid uses and abuses your intelligence to quite alarming extremes. It tricks you, fools you, frustrates you and annoys you, but still you go back for more, like the sick interactive glutton you are.

We are all looking for 'the best game around', or, in the absence of the very best, something else to bide our time before Nintendo get around to making a Zelda sequel, and thankfully it's now arrived.

This has to be one of Nintendo's greatest SNES carts to date and if all future carts have similar amounts of gameplay, addictiveness and space age fun, we should all be in for a wagon load of an interactive treats over the next couple of months.

Above: Take a long hard look and plan your mission carefully

Above: Fire! Fire! Fire! Freeze the flame-spitting sea horses and walk on by

SHOOTY REWIND

BOB involved a streetwise robot running around an abandoned planet, collecting add-ons on the way

Cybernator had you shooting everything that moved, whilst crammed inside an assault suit

Super Turrican too had you shooting things and collecting power ups. It had a robot in it too!

Nintendo's Super Metroid is a scorcher. Besides its obvious role playing tendencies, it has drawn on a great deal of shoot 'em-up influences too.

BOB from Electronic Arts, Cybernator from Konami and Super Turrican from Vic Tokai all involved assault suits of one kind or another as well as them all being 'roam around, shoot everything and pick up the power ups while your at it' type games.

Except Metroid offers more.

Forget Pamela Anderson and Naomi Cambell, Samus Aran is the new super babe. The bulky assault suit may not do much for her, but she sure is a superstar. This game is wicked. The gameplay will keep you interested for hours, the puzzle elements are suitably tricky and the sounds and animation are second to none. Super Metroid is a throughly enjoyable and absorbing game with enough twists and turns hidden deep inside it to keep you amused and frustrated for hours and hours. Buy it.

GRAPHICS 94
Excellently drawn, superbly animated, fluid sprites abound

SONICS 93
Classic atmospheric tunes send shivers down your spine. Honest

LIFE SPAN 92
Officially it can be done in 12 hours. I'm taking a little longer

GAMEPLAY 96
Absorbing gameplay with enough puzzles to keep you amused

OVERALL 93%

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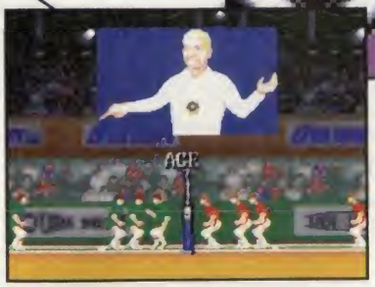
What's this? Futuristic violent volleyball on the SNES? I don't know! What next? Mutant League Croquet? Zero Gravity Laser Table Tennis? The mind boggles! ***NEIL***

HYPER

UBISOFT ● £TBA ● 1 – 2 PLAYERS



Hyper V-ball is basically a side-on game of volleyball. Now let's face it, a purely side-on view of basketball or tennis would have SNES fans everywhere up in arms and who could blame them? A decent 3D view would have given this game so much more substance.

Only being able to move in the one plain is not really conducive to exciting or realistic gameplay. Still there aren't many volleyball games on the market and beggars can't be choosers. So reluctantly accepting the poor game perspective for the moment what is the actual gameplay like?

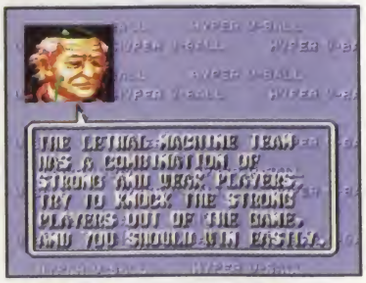
As with just about all sports games, the two player 'versus' option is the one you should plump for every time (unless you're a Billy No Mates in which case you can't). Once you have selected this then you must choose men's, women's or Hyperleague volleyball.

The men's and women's are supposed to be realistic games of the sport, but as I'm sure you can see from the screen shots, you are more likely to spontaneously combust than get a realistic game out of this cart. It is a better bet to go for the Hyperleague and treat this purely as a bit of a laugh and not a serious sports simulation.

Above: Choose your Hyperleague teams and then get ready to rumble

Above: All the robots have really hard names like Tack or Pin! Left: There are plenty of net scuffles to be had whilst playing this game

Below: The Hyperleague coach looks to have aged slightly. His perspex head and cheek tubes don't help much either!



V-BALL

Right: If the computer tells you to move then do it! A small arrow is used to indicate where your opponents shot will land on your half of the court

Right: The German team attempt to set up a great shot but the Americans make a fantastic return leaving them high and dry

In Hyperleague option you play as a team of hardened Robocop-type characters. The main difference between this and the other options is that you can make some spectacular shots where the ball splits in three, drops at right angles or rockets its way around the court. These leave your opponents dazed or, if hit by the ball, maybe even dead! In such a case, a stretcher bearer will fly down and scrape up what's left, presumably taking the remains to the local scrap dealer.

There aren't a huge number of moves for you to gets to grips with – indeed general play is basically confined to the B button (though moving in different directions whilst pressing the B button will allow variations of the basic plays) but when in the hyper mode the Y button controls all the crazy, gravity-defying plays which had us laughing, initially at least.

Other than that, it seemed to be a simple case of positioning yourself to receive the ball by moving backwards and forwards, a manoeuvre made even easier by the inclusion of an arrow which indicates where your opponent's shot will land.

Having said that, as I played this game more I began to learn a few more moves and different tactics for confusing opponents and this led to a more interesting and flowing game (just!)

Overall I don't think this is going to provide a serious challenge to the likes of NBA Jam or the new Smash Tennis (correction, I know it won't) but as far as volleyball games go this isn't too bad. Of course volleyball games are few and far between, so that's not saying much. A more realistic perspective would have made it immeasurably better but as it stands it is a fairly straightforward volleyball game with the option of playing as robots.

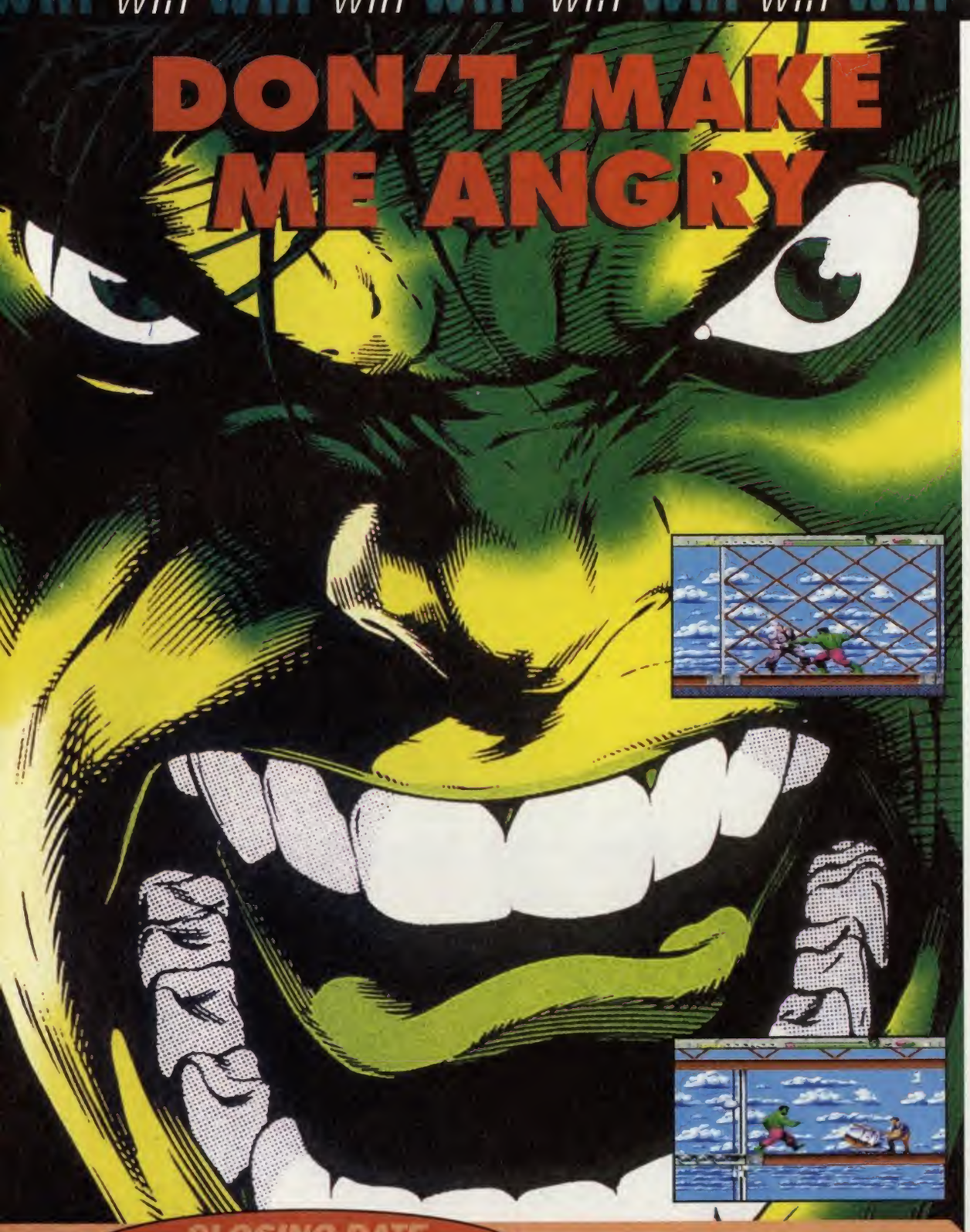
Above and left: In Hyperleague mode the robotic commentator can get quiet offensive at times. Below: The coach runs through what he thinks of the opponents' strengths and weaknesses

Not being completely au fait with the game of volleyball, I wasn't sure what to expect. For this reason I wasn't overly disappointed with what I saw. The graphics were OK, though the side-on viewing angle was basic. The sounds were fairly good with a couple of speech samples thrown in. Gameplay-wise however, Hyper V-ball was tedious in single-player mode but bearable in two-player.

Unless you're a fan, wait until you've played it before handing over hard-earned cash !

GRAPHICS	The basic side-on perspective was disappointing	71
SONICS	Not bad at all. Decent effects with a couple of speech samples	83
LIFE SPAN	In single player mode it's very limited, not bad in two player though	74
GAMEPLAY	Far too simple for any better mark I'm afraid	65
OVERALL		70%

DON'T MAKE ME ANGRY



US Gold, arguably Britain's finest software house, have almost finished work on the incredible Incredible Hulk. It's ostensibly a platform beat 'em-up, but The Incredible Hulk has a number of puzzles hidden within it and only by solving these will you make any progress.

Scheduled for release later this year, this is a game for superheroes only and should prove a roaring success. So, of course, we've persuaded US Gold to part with some top Hulk-related prizes in anticipation of the Hulk mania that'll soon be sweeping the nation.

So before you cut your maroon trousers into ribbons and rub handfuls of grass all over yourself, why not enter this competition to win some proper, official Hulk goodies? The lucky first prize winner will receive a copy of the game, a gigantic Hulk poster and a fantastic Hulk T-shirt that you can rip in whatever way you fancy.

Ten runners-up will each receive a poster and a T-shirt. Because The Hulk game has puzzle elements, the questions are puzzle-related and because we don't condone real life violence, they are peacable. The senders of the first 11 correct answers pulled out of our inflatable Abomination will win.

Answers should be in by August 15. If not, we'll all become angry, turn green and start throwing our weight around.

Q1)
Which of the following is another word for peace?
a) Shalom
b) Abomination
c) Rhino

Q2)
Which of the following is another word for puzzle?
a) Enigma
b) Tyrannus
c) Absorbing Man

Q3)
Which ocean sounds a bit like pacify?
a) Atlantic
b) Indian
c) Pacific

CLOSING DATE
15 AUGUST

My answers are:

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2).....

3).....

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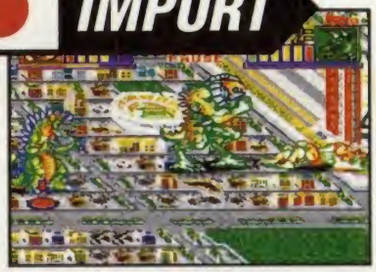
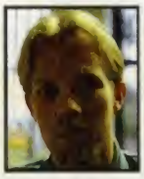




B-movie mania hits the SNES in this ridiculously over the top clash of the titans. But who will be King of the Monsters? More to the point, who cares?

NEIL

KING OF MONSTE

TAKARA ● £TBA ● 1 – 2 PLAYERS

Below: Atomic Boy does a sliding tackle right into the slug-like Sack Eyes

King of the monsters. Mmm it's a bit of a tricky one this. It has a superb B-movie plot that is so bad it's good, based on those wonderfully tacky Godzilla, 'even chewier than Barrow-in-Furness bus depot'-type movies that the Japanese find so appealing.

The main problem is that the game itself is mind-numbingly bad and I can't decide whether, like the B-movies, it's so bad it is in fact good, or whether it's a double bluff and is genuinely very poor!

First things first. When you begin playing you must choose from three monster characters. There is the Godzilla-like Super Geon who has a killer tail and a large spike to impale enemies on. The hunky Atomic Guy looks like a poor man's Captain America, and comes complete with inflatable biceps and a stupid hood with spikes on. Probably the most amusing to look at, however, is Cyber Woo, the robotic gorilla. He looks like a... robotic Gorilla really. But he has an extendable head, perfect for those scouse handshakes.

Would you believe that battle 1 takes place in an American city!

Cyber Woo gets a proper kicking and promptly explodes into several pieces

The battles occur at various locations around the world and you get the chance to turn some well known landmarks to rubble. I had the most fun trashing the American and French cities – and that's not meant to be a racist comment, it's just that flattening the Space Shuttle and the Eiffel tower was most satisfying.

Most of the smaller buildings can be crushed by simply walking over them but the bigger ones require a little more effort. You must pull or punch the big skyscrapers to reveal bonuses and power-ups. These may be beneficial or detrimental; it's just down to luck really. Once you have ripped a building from its foundations, it can be used as a very effective projectile, crushing anything in its path.

AB does a mean impression of that other SNES star, Chuck Rock (boom boom)

Super Geon goes for a paddle but those pesky green flying blobs with single huge eyes are buzzing around

Obviously with a game like this you are going to have end-of-level bosses. Actually that's a bit of a fib because the bosses don't always appear at the end. No sireee, quite often they will appear a couple of times in the level and just get gradually harder towards the end. Every single one is a grotesque mutation, like the man who has a jelly mould for a head which is infested with worms or the huge

THE RS 2

Below: Using his special powers the gigantic Super Geon turns the American city end-of-level boss into a small flame-grilled whopper

Above: Waggie your pad to win these little tussles that occur far too regularly

sea slug creature with a see-through brain!

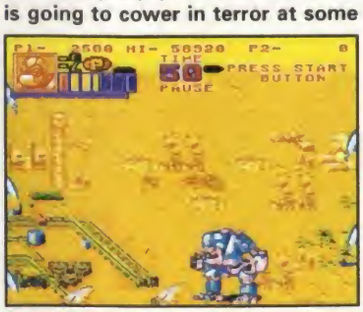
They may sound gross but with names like Sack Eyes, Huge Keal, and Eat Wow their strongest tactic if they want to beat you is to wait until you start crying with laughter and then jump you. I mean no one is going to cower in terror at some blob called Horn Du Out are they? I mean, seriously!

Mmmm, I still haven't made up my mind about this one. I think I'll go and play the game a bit more and see how I feel then! ...OK, I'm back and after another three quarters of an hour I have made up my mind. This game is crap!

Within this short space of time I have managed to reach the final boss without too much difficulty. The gameplay is so slack that I could easily have got this far whilst simultaneously holding an in-depth discussion on crop rotation in the 14th Century (Young Ones classic sketches no. 11).

I'd like to say close but no cigar! Hell, I think I will say it. "Close but no cigar!" There, that sure feels better! But then again that is what we wordsmiths call prevarication (a lie), as it never came anywhere near what you could even laughingly refer to as close! This is a sad game for sad people with money to burn. Why not do something useful with your money. Send it to me or something! Whatever you do, don't waste it on this pile of cack.

Atomic Boy leaps the yawning chasms and crushes a few sunken ships

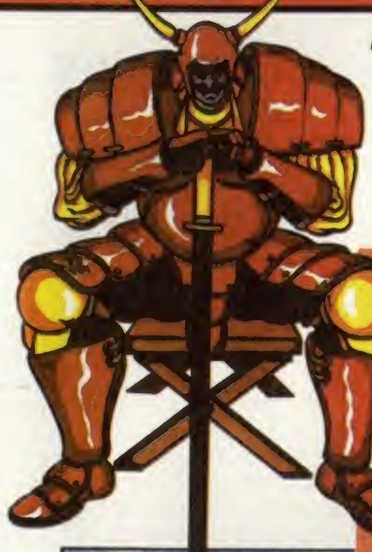


Cyber Woo decides to crush a few innocent bystanders in the Grand Canyon

It may have been a bit of a laugh for a short while but it soon lost it. If you saw the review of its predecessor, the imaginatively titled 'King of the Monsters' many moons ago in issue 2 then you will see that Simon Kirrane gave it a staggering 80%.

I wasn't on the mag then but I'm reliably informed that Mr Kirrane had only a slender grasp of reality and this illustrates it perfectly. It's not a good game and is only slightly redeemed by the average graphics, sounds and two-player options.

GRAPHICS	**72**
As you can see from the screen shots, even 72% is generous	
SONICS	**72**
The tunes are okay but I'm not going out of my way to turn the volume up	
LIFE SPAN	**15**
None! Sneeze or complete the game – the choice is yours	
GAMEPLAY	**40**
With microscopic inspection I saw a tiny amount in two-player mode	
OVERALL	**42%**



Right: Balbas the hammer man creeps up behind young Percy

'Tis the age of ye olde wizards, fire-breathing dragons and disfigured serving wenches with more than their fair share of ample bosom. Prepare for battle. ***JAY***

KNIGHTS ROUND

CAPCOM ● £54.99 ● 1 – 2 PLAYERS

Above: Lancelot climbs aboard his trusty steed and sets about Braford the brave

Left: The Phantom dances around and is promptly slaughtered. The passing eagle must be killed too I'm afraid

Legend had it that the man who pulled the magical sword Excaliber from the stone in which it was set was destined to be king of all England. And believe it or not, a young scally called Arthur removed the sword from the stone and claimed his birthright.

The problem was that none of the other lords and knights in the land could be bothered following the rules and demands of the 'boy king', and so England, the land of beautiful countrysides and everlasting fields of joy quickly began to wither away and die.

Young Arthur found this problem quite a brain teaser. How could he unite the people of England and return the land to its former glory? "Go and see that Merlin geezer!" was the cry from the gutter, so off Arthur went to have a chat with the wonderful wizard of erm, well... Putney I suppose.

When Arthur arrived at Merlin's HQ, he was told that only one thing in the world could reunite the people of England, and that was the legendary Grail. Lost for many, many years, the Grail would heal the rift between the masses and restore the countryside to its former glory.

It sounded like an ideal solution to Arthur's problem, so off he set, with his two pals Lancelot and Percival, to seek out the Grail and maim anyone who tried to get in their way. Sounds simple eh? Well believe it or not it is – stupidly simple in fact.

The cart has a grand total of seven levels. Yes, you heard me correctly, seven pump, easy levels. On my very first attempt, I'd set the difficulty level to normal and reached the end of the fifth level without so much as breaking into a sweat.

You get eight or nine continues to play with, so the entire game is a complete breeze. All the pick-up icons resemble either food of some kind (fruit platters and roast turkey) or a bulging chest o' goodies (gold, silver, jewels etc).

Several power-up icons are dotted around the levels, including a

Above: Now using the full effects of his power-ups, Percy prepares to pagga Arlon the pump

Above: Eek! Final boss mayhem! As you can see, Percy dons a skinhead for this final bout

Above: Lancelot tackles the on-coming jumping jesters with a simple lingering stare

Above: It's a white tiger fest down in Camelot. Huge cat-like creatures stalk the halls

OF THE

Above: There's all kinds of action in Knights Of The Round!!

Above: Who hell he? According to the text, he must be king. He doesn't look like a king though

horse statue for calling Arthur's steed to his side, a crystal orb which wipes out all the enemies on screen with a single blast and Merlin's magic staff too. A red staff will increase your player 'up' one experience level while the green one increases everyone's experience level.

And that's it basically. You roam to the right, hack at some strange peasant with your broadsword, collect the prize and move on. There are some weird enemies along the way, like Mad Tigers, Mad Eagles and the token Fat Man sprite.

As I've said, it's not a tough challenge for any gamesplayer and I certainly can't see this one lasting anyone with average intelligence

Above: Attractive chicks and sturdy knights surround your miniature playing area

Left: Arthur doesn't hear the oncoming thugs

for more than say two or three days – if that. You battle your way through cluttered streets and woodland, erase all the axe-weilding fops from existence and then contend with the easy peasy end-of-level dudes.

As the cart is from the Capcom stable, all the graphics (sprites and backdrops) look superb. But unfortunately, good graphics do not maketh the game and what stops Knights Of The Round becoming another classic Golden Axe-style romp through Camelot is the very sad difficulty curve of the game.

You hardly need to use your so-called special move because you can take out all the oncoming knights with your normal sword swipe, the pick-up icons just give you extra points (whoopee!) and you have the added bonus of being able to straddle a large horse on certain stages.

This game is not exactly what I would call value for money nor would I call it entertaining. What I would call it is an unbelieveably large let-down.

A very poor, very disappointing Capcom cart of doom. Yes, it all looks and moves very nicely, but the gameplay is virtually non-existent. This is simple stuff, along the same lines as Final Fight and X-Kaliber 2097. The thing is it's just too damn boring for my liking and I'd wager that most of you out there would feel the same way too. Save your money and buy yourself a cart with a longer life span than an hour.

GRAPHICS In true Capcom tradition, they sparkle like a shiny pin	85
SONICS Swors swipes and grunts aside, they're quite limited I'm afraid	76
LIFE SPAN In the hard difficulty modes it offers a mild challenge	24
GAMEPLAY You could easily complete this using only one button	25
OVERALL	57%

SUPERFLY GUYS

MATT: His pudding bowl haircut changes into a skinhead mid-game

KEN: With the power of his shaggy hair and matching beard, Ken kills all

LUKE: This blonde-haired sword swinger cuts through his opponents

PREVIEW Exclusive

Right: Flicking through the passports at the beginning of the game allows you to decide which character you would like to play as. Here we see Redwin Gardner. All you really need to know is their occupation as this will tell you something of their personality and how they will react in the game

Below: Most of the passengers can't believe the true horror. Right: It's all over. The ship goes down with the loss of everyone on board

VIC TOKAI

SOS

If you suffer from sea sickness then you should think twice before playing this nautical nightmare of a game

Have you ever seen the Poseidon Adventure? I'm sure you must have. That and the Towering Inferno have been shown on British television more times than even The Sound of Music.

It is the unnerving story of an ocean-going liner that is turned over in bad weather and the subsequent escape by a group of survivors. Well the latest release from Vic Tokai is SOS which is kind of an interactive SNES version of this classic tale of heroism and adventure.

The storyline is very straightforward. The elegant passenger liner the Lady Crithania is caught in the middle of an unexpected freak storm. The severity of this squall is such that it causes the captain to lose control of the vessel whereupon it is hit by a huge wave, capsizes and begins to sink at an alarming rate.

This isn't too posey really and with a reported 2300 passengers and crew this constituted the largest passenger shipwreck to date. Those who survived the initial accident were hardly the lucky ones and the surge of panic that flooded through the ship was almost as terrifying as the increasing water levels.

As one of four different characters, you have 60 minutes to find and help as many survivors as possible while you find the exposed hull, your way out of the ship. With the ship being upside down, the biggest problem is disorientation but as certain parts of the vessel fill with water, the ship rocks from side to side making it difficult to move at all.

Each of the four different characters has a particular story and reason for being on the ship and each has a different way of dealing with the situation. For example, Capris Wisher is an Architect from Lancaster who is returning home with his step sister. He has a guarded way of talking to people which makes communication with other passengers difficult.

On the other hand Jeffery Howell, a medical doctor from Norwich is on the ship with his wife. Because of his age he isn't as strong or fit as Capris, but he is very persuasive and being a doctor

Above: Having found that couple, you must convince them that you know what you are talking about and that you can help them escape unharmed

There really is no point in even trying to communicate with that bloke because sadly he has copped it already

As the ship rocks back and forth you will find it more and more difficult to get around and will probably have to crawl

This is a shot of the ship prior to the huge wave hitting the side. It all looks very nice doesn't it?

You're going to have to swim for it or else you'll drown and that wouldn't be too clever would it?

Luke Haines explains to the captain that a huge wave is about to strike the ship but he's having none of it

The little girl makes a heartfelt plea for you to find her mother (ahh, it's a crying shame)

he can treat the sick and wounded with relative ease. Other characters include Redwin Gardner a counsellor from Hereford and Luke Haines, a member of the crew on the ship.

As I mentioned, your task is to locate as many of the survivors and by talking to them you can find solutions to various problems or take them with you to the escape hatch. This will obviously require you to communicate with the other surviving passengers and in the midst of all the confusion and mayhem you must remain calm and use conversational techniques to convince the others that you know what you are doing.

This adventure is quite simply huge. You can find a map (though Luke Haines has it to begin with) and this shows just how massive the ship is. My overriding impression of this game is one of longevity. Having said that, should you fall or get burnt then five minutes is taken off your game time, so it can all be over fairly quickly depending on how you play.

Above: Don't touch the fire or you'll lose five minutes off your time. Left: In the casino the gamblers play on regardless of the imminent danger that looms over them. Below: It was just around dusk when the wave struck the ship sideways on and turned it over

FIRST LOOK

I liked the look and feel of this game. It has pretty good graphics, a big playing area and a decent amount of playability. At first it appears that this is just a simple platform game with a screen that swings from side to side. But it is much more than this. With puzzles to solve and people to save, this game becomes more of a huge adventure than a platform game.

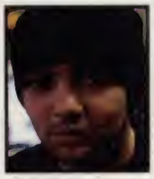
This is much more of a challenge than those games which spoon feed you everything and that's what makes it work so well. I recommend that you watch out for the review. NEIL

MEGA MAN SOCCE

CAPCOM ● £52.95 ● 1 – 2 PLAYERS

Below: The crowd are screaming 'Man on!' but, poor old Mega Man cannot hear on account of him having huge metal ear muffs on

Below: This is the harsh result of one of the many special kicks available to each character in Mega Man Soccer. Explosions!



You would not believe what's going on down here! International soccer stars are being turned into robots and forced to play a ruddy rough game of two halves. ***JAY***

Bizarre as it may seem, the hugely popular Mega Man series has been reworked, remixed and squashed into a football cart. Why?

Well your guess is as good as mine mate. You wouldn't have thought console wizards like Capcom would release another soccer game onto an already crowded market, but nonetheless, they go right ahead and release this pile of pap.

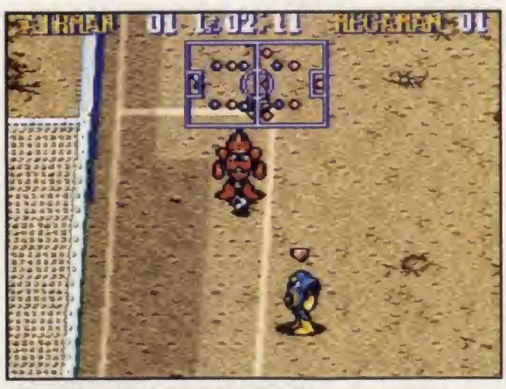
I won't waste your time or mine by running through the inane storyline, because it's basically a side view soccer game with cutesy Japanese robots instead of the usual sturdy footy sprites.

Like any other soccer cart that's worth its salt, Mega Man Soccer has several options up for grabs. But despite having Exhibition, Tournament, League and the infamous Capcom Cup modes on offer, this cart still sucks to extremes.

You are given the choice of selecting many different Manga-style characters from the massive scrolling list that lies before you. Each one has been given a simplistic monicker (to match the simplistic game I suppose), and each mecha-spod has his very own special move too.

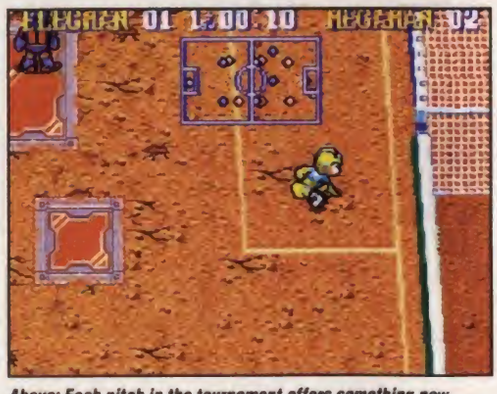
Fire Man, for example, charges up and releases a flaming football towards his opposition's net while Skull Man launches an array of four skulls at his opponent. The thing with these special strikes is that if you get in the clear and your ball doesn't touch anyone before it reaches the goal mouth, then it's going in.

If, on the other hand, it does manage to whack someone in the chest on its way goalward, it will promptly unleash its 'powers' on the unfortunate centre forward, usually resulting in the robotic right winger falling to the ground,



Above: Big red Robot Man has possession and is hovering cheekily near the six yard box. Fat blue Robot Man seems to be attracted to the back of the goal netting. Boring faj

Above: Clipper Man (who incidentally is no relation to any brand or make of popular cigarette lighters) makes an amazing last minute save with his mechanical breasts



Above: Each pitch in the tournament offers something new and exciting to each and every player. This one, for example, offers you the chance to play soccer on a minefield!?!!

Above: This is Clipper Man. He cuts up his opposition with his smart helmet. Honest!

Below: Someone's been using their special kick move haven't they? Damn that Ice Man

Above: The ball lies in the back of the net and no-one can be bothered to fish it out. Right: An Eskimo takes on Mega Man FC and seems to be running away with the ball!

R

racked with futuristic fatigue. Considering this is a Capcom cart, I'm very disappointed. The graphics aren't anything outstanding, the sound is a tad repetitive and the gameplay? – oh please!

The sprites move very slowly on and off the ball. In fact, it would be advisable for them to strip off their metallic jump suits in a desperate attempt to move more quickly around the pitch.

Your passes do work quite well, but the shots or longer kicks have no effect whatsoever. Your only choice is to go for the special move really. Well actually you have another choice at your disposal – forget about the whole game.

I really can't find it in me to recommend this cart to anyone, not even someone who I really dislike. The price tag is way too high and I can think of several things I could buy for £50 that would give me a hell of a lot more enjoyment than this.

I find the idea of spending a wad of my hard-earned money and a great deal of my time on this game very unappealing.

I didn't like Mega Man's debut SNES appearance very much and I'm not too keen on his bright blue mechasuit either. Oh, and he's pump at footy too!

Below: Guess what. Yep, you're right once again my sharp-witted reader. It is indeed kick off time down at Mega Man stadium

Left: What a beauty! Little lumpy Mega Man scores and gets all excited and giddy at the victory party prospects! Silly little robot oik!

Tsk! Give someone an idea and they'll milk it until nobody's interested anymore and that, sad as it may seem, is what's happening to Mega Man. This cart has no playability, a very small amount of gameplay and the lifespan of a cream bun in Jo Brand's dressing room. Plus, if you were after a soccer cart for your SNES, wouldn't you choose one that actually played like a real game of football rather than a bunch of rusty robots fumbling their way through a sea of Mars Bars? I know I would.

GRAPHICS	88
The thing that saves it from being one of the worst carts out there	
SONICS	73
OK I suppose. God I hate putting a rating on a game's sound effects	
LIFE SPAN	29
If you're a Mega Man freak you'll love it. If not, two, three mins?	
GAMEPLAY	48
Erm... cough... ha, ha, ha. That was a joke wasn't it?	
OVERALL	65%

You open the door only to be confronted by an empty room. No nice surprises this time. No nasty ones either, mind...

The rubble blocks your way from the sewers. They have now become your dungeon. Find a way out

EYE OF THE

CAPCOM ● £44.99 ● 1 PLAYER

One of the most popular home computer RPGs is reborn on a cartridge. But is it the dungeon full of dragons that we've all been waiting for?

You either like role playing games or you hate 'em. There will be those of you who might begin to turn the page the second you read the 'R' word. If that's the case then seeya later. But if you want to know how this popular home computer game fares on the SNES then you'd be better off sticking around for a while yet.

Eye of the Beholder first came out on the PC a couple of years back before being converted to most of the popular home formats. It is possible that you've never heard of this but might have heard of its distant cousin Dungeon Master. EOTB was the second successful game in the first-person perspective dungeon wandering quest style of things.

If you go in for plots then I can tell you that this one has you mooching around the sewers under the town of Waterdeep. Darkness has engulfed this tiny hamlet and the suspicion is that the problems are coming from the network of tunnels below the streets.

As usual there is only one person capable of ending the troubles. Guess who that is? The advantage of always finding yourself in such positions is that you can call on your warrior friends to help you out of sticky situations. Before descending into the dark, dank cesspool, you must get together a party (and that doesn't mean going to the off-licence to get the beer in). Choosing your partners is a vital section of the game. It will quite possibly be the overall decision that wins or loses you the battle.

Capcom are the people behind this Super Nintendo conversion and a nice job they have made of it too. The layout of the game is the same as it ever was. The controller is used to position the pointer around the screen and the various buttons select and use the on-screen options.

Six arrows are located around the centre of the screen . Clicking on these will force your motley crew to go in that particular direction, provided there is a passage that way. Two of these arrows will rotate the viewpoint and allow your party to turn round.

BEAUTY IS IN THE EYE...

1: Slug creature

2: Direction faced

3: Movement arrows

4: Character health information

5: Items carried/worn

6: Items carried in backpack

7: Message area

8: Arrows in quivver

9: Character portrait

Some of the doors have levers that need finding and operating before you can pass through to the secrets beyond

Spells are an important way of fending off enemies. Each must be learnt before they can be used in combat or otherwise

This little troll fancies his chances at ending your life force. Take him out before his little swipes do too much damage

BEHOLDER

The actual dungeon view is located in the top left of the screen and takes up a little over a quarter of it. Now this may not seem like very much but it is more than enough when you consider the amount of other information that the screen has to contain.

The other sections of the screen are the message section in the lower half which reports on fights and gives you vital information on articles you pick up along the way and the character boxes on the right hand side which give you the up-to-date statistics of all party members, showing both their health and possessions.

As Eye of the Beholder is based on the second edition Advanced Dungeons & Dragons Legend Series, all the popular characters and beasts are included, so the chances are you'll already be familiar with the opponents you come up against on your quest.

There's no denying that this is still a classic role playing adventure, the question has to be whether there is a real market on the consoles for this type of stuff. Capcom seem to think that there is, so good luck to them.

The whole quest is very large and once you find yourself engrossed in it there are hours of entertainment tucked away in there. It's a little tricky at first when you have a relatively weak party but once you have built your guys up through the levels and they can throw magic spells with the best of them then it all becomes decidedly more fun to play.

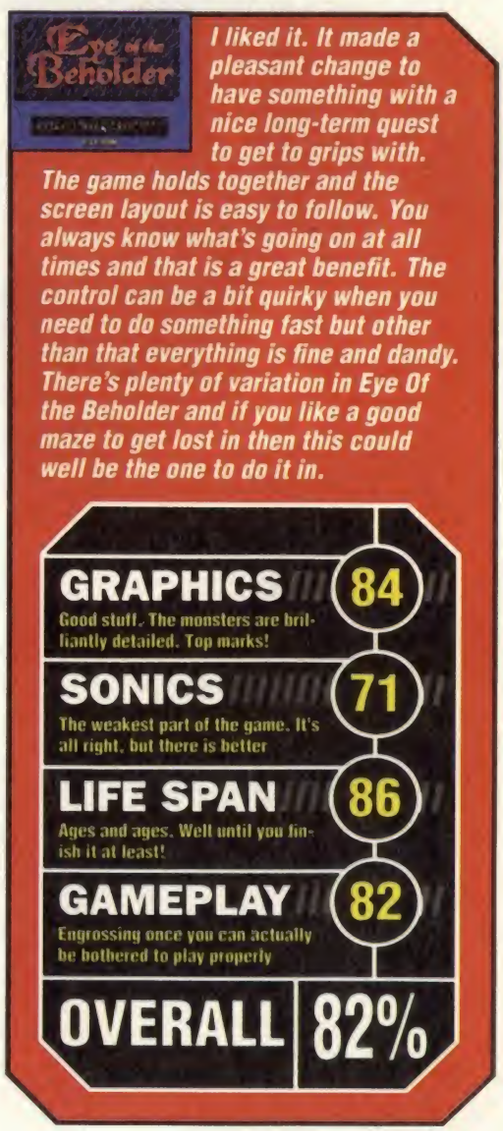
The game itself is very easy to pick up and play, although a quick skim through the lengthy instruction manual is recommended. Most of it just needs to be read for reference purposes, such as finding out which spells do what, but you may have to refer back to the controls initially until you get used to it and figure out how it all works.

Eye of the Beholder scores well in both the looks and sound departments and comes across as a professional conversion that will doubtless gain a lot of friends who are looking for a nice long-term challenge for a change.

There's not too much competition for a quality game like this but maybe there's a reason for that. Seeing how EOTB fares may well prove that there is a relatively untapped market out there for more D&D-style adventures.

If this is the kind of thing you've been waiting for on the SNES, then wait no longer and get into those sewers and save the world!

This skeleton is a fallen warrior. His life is over but he still has his goods. Does he have the key to this door though?



The modern Stone Age family we all know and love have just got a tad more modern with this new Super Nintendo release. Yabba-dabba-do! ***NEIL***

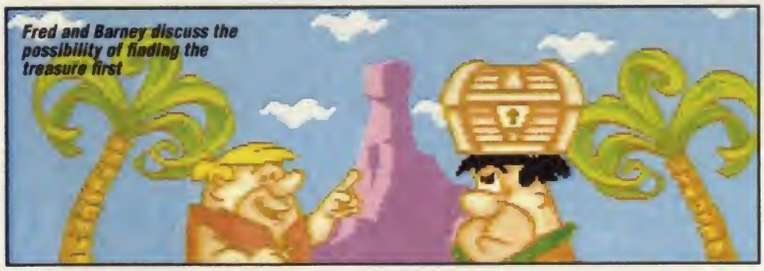
FLINTSTON

THE TREASURE OF SI

TAITO ● £49.99 ● 1 – 2 PLAYERS

Flintstone mania is fast becoming the phenomena of '94. With the imminent UK release of the Flinstones movie starring John Goodman, the whole country seems to be going through some kind of Hanna-Barbera cartoon revival.

I heard somewhere that when the cartoon idea was first proposed a short trailer was produced under the working title of the Flagstones! What! That is quite the most ridiculous name I've ever heard. The Flagstones hardly conjures up notions of caveman fun and frolics; it says something more like patio and garden party to me. History will testify that they saw sense when they changed the name to the one we know and love.



Fred and Barney discuss the possibility of finding the treasure first

Many of the other Water Buffaloes are keen to get their hands on the loot before our two prehistoric pals

Anyway our two prehistoric pals, Fred and Barney have attended the local order of the Water Buffaloes AGM when they get a sniff of a rumour that the Grand Poobah is retiring and looking for a replacement. Of course Fred, being arrogant in the extreme (though amusingly so), believes he is the perfect man for the job and suggests to everyone that he would make a perfect Poobah.

As it turns out the rumours are true and The Grand Poobah makes a speech in which he outlines his plans for picking a worthy replacement. With so many candidates, he decides to hold a bit of a contest, the winner of which can take over his role.

He presents them with a picture of a treasure chest which he says contains the legendary treasure of Sierra Madrock. The task is quite

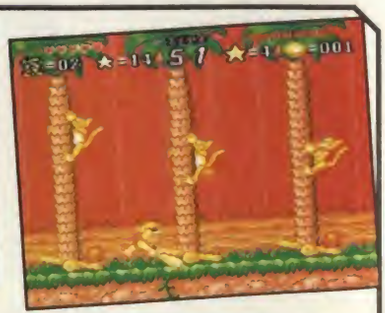
simple. Whoever finds the treasure first can take his rightful place as the next Grand Poobah. And Fred wants that chest first!

The game itself is set out a bit like a board game. Within the five worlds there are many multiple stages that must each be completed before you progress further towards the treasure.

These sub stages are selected by throwing a kind of rock die that decides how many spaces you move. When you land on one of the blocks that resemble prehistoric baseball bases then you will begin to play that level.

Generally these levels are platform-type adventures that involve your basic jumping and bludgeoning defenceless dinosaurs to death. You can collect icons on your journey to keep your strength up and extra lives topped up. Once you have completed a level, a small

PLAY IN THE PARK



There are all sorts of top games available for you to play at the park. From the addictive Match-o-matic to the stupid Monkey Shine. Each will provide you with loads of goodies and provide a little rest from the platform action

Left: Jump on the handy platforms to make it across wide gaps. Below: Watch out for rolling Armadillos, they will barge you out of the way

ES ERRA MADROCK

Above: You've been caught by the Bedrock cops. Your best bet is to jump up the tree and escape

sign will appear on the base and you must move on to the next.

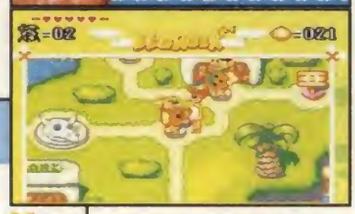
Now and again you will find yourself landing on a base outside a park or cafe. In such a case you will enter said establishment and proceed to have a bit of a bash on one of the numerous mini games available there.

These not only allow you to take a break from the relentless platform action, they also allow you to stock up on even more extra lives, hearts and stars. Having in excess of 20 lives and five continues is not uncommon in this game!

To make matters worse, Wilma and Betty are wandering around Bedrock looking for their respective spouses. And if they happen to land on the same base as you then you will be dragged home by the scruff of the neck and receive a proper ear bashing

If you happen to bump into one of your fellow Water Buffaloes, you may find he has a map to the treasures whereabouts. He will challenge you to a race (either carting or running) for possession of this map. This section is a bit like Mariokart with an impressive bit of Mode Seven rotation.

Sadly this is about the only mildly impressive bit of the game. The basic platform action did nothing to inspire extended playing sessions. In fact the repetitive nature of the levels just became tedious after a while. The other main problem was that it was too easy. With so many extra lives and continues available, you could probably finish this game on your first go, if you could be bothered that is.



Above: This is the map of Bedrock that you must make your way around, completing the levels

You've been busted. Betty and Wilma have caught up with you and you're in for it now

I expected more from a game involving the Flintstones characters. I very much enjoyed the cartoon series but this was just a let down. The graphics are OK and they do look a lot like the actual characters, but the backdrops are sparse and don't really utilise the SNES's considerable powers. One redeeming feature is the tunes. They are very faithful to the original and I found myself whistling along on more than one occasion. Overall though, I wouldn't bother if I was you.

GRAPHICS	Mmm, they are all right but nothing too spectacular	72
SONICS	All your favourite Flintstone tunes in glorious stereo	80
LIFE SPAN	There are too many extra lives and continues, so it's too easy	59
GAMEPLAY	You've seen it all before and probably done better as well	62
OVERALL		69%

MANY FROM

Marubeni are behind more top quality SNES fare than you'd think possible. Here's a preview of what to expect over the next few months and, overleaf, a reminder of some of their old classics

HEBEREKE PUZZLE and HEBEREKE WOW

Release date: TBA

Hebereke isn't a type of Greek hors d'oeuvre. Far from it. It's an original set of crazy cartoon characters from Sunsoft. They originated on the NES a couple of years ago with similar style games to the ones about to hit the SNES. The games and characters are very big in Japan. So much so that one of the game's programmers was mugged for his Hebereke Staff jacket as he left work one evening.

Comic books featuring the Hebereke cast are widely available, though not as yet printed in English. But lunch boxes, thermos flasks, sweatshirts, T-shirts and cuddly toys are already available over here.

Hebereke Puzzle should be out in the build up to Christmas, but the date has not been confirmed. Its four-player battle counterpart Hebereke Wow, on the other hand, may be deemed just a little too weird for British consumption.

SPEEDY GONZALES

Release date: Nov/Dec

With the possible exception of Zool, Speedy Gonzales is without doubt the fastest, most complete, traditional platform game that's available for the Game Boy. Marubeni are confident that the SNES namesake will make the same sort of impression. So this means that Speedy will be blazing his trail across strange locations on your SNES, trying to collect enough cheese to pay the ransom. If he fails, his friends won't see daylight again.

THE DEATH & RETURN OF SUPERMAN

Release date: September

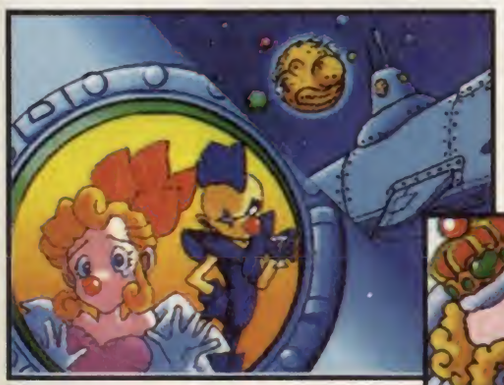
Based on DC Comics' Death Of Superman and Reign Of The Supermen series, this 16Mbit cart's plot revolves around the search for the real Superman. There are 10 levels to battle through, with the player undertaking the roles of Superboy, The Man Of Steel, The Eradicator and The Cyborg. Each of the aforementioned has an array of super powers and special attacks to recreate the comic book action.

MARUBENI

CRAZY CHASE

Release date: TBA

Ostensibly a race game, Crazy Chase offers a lot more besides in the form of self-mocking slapstick action. Expect to see some crazy sub-games such as mole-bashing and air table hockey to name but two.



100% COTTON

Release date: TBA

Again, whether this is released over here at all is still undecided. So all we can tell you, for the time being anyway, is that it's a 16Mbit effort that may never see a British release because of retail pricing restrictions.

AERO THE ACROBAT 2

Release date: TBA

Also to be made available on the Mega Drive, Aero The Acrobat 2 has a tough act to follow. If it can build on the success of the original high flying platform romp and improve on it rather than just try to cash in on it, then maybe it'll kickstart a trend of quality follow-ups.

PORKY PIG

Release date: October

It's obvious from their pedigree that Marubeni are specialists in promoting games starring cartoon characters. One of the pinkest and fattest Warner Brothers' creations, Porky Pig will jump out of the frying pan and hopefully not straight onto the spit, in October. Look out for cameo appearances by other Warner Brothers stars.

DAZE BEFORE CHRISTMAS

Release date: Oct/Nov

As the title suggests, this'll be out in the days before Christmas – not a lot is known about it as yet, but the main sprite is going to be Santa Claus. Apparently, Mouse the Louse has been stealing Santa's elves' money. As a result, Santa must try and keep the toy production line going himself and win back the elves' trust in him over 24 levels.

Past Glories...

TOP GEAR 2

Everything that was wrong, or missing, with Top Gear has been put right, or added to this excellent sequel. There are more courses than before, better backgrounds, a larger variety of weather conditions and more gameplay than you can shake a gearstick at. Top Gear 2 leaves its rivals floundering in the pit lane. It has singlehandedly improved the standard of the SNES two-player car racing genre.
93%

AERO THE ACROBAT

A nice (but weird) platform adventure with just the right amount of addictive pulling power to keep you hooked for a long while. If you actually spend some time trying to get to grips with the first couple of levels, you'll have been bitten by the acrobat bug before you know it. You'll spend the rest of the day grinding your teeth into powder as you take on Edgar and his army of freaks.
87%

ROAD RUNNER DEATH VALLEY RALLY

Road Runner is a bit quirky and difficult to control which is an exceptional bind when you have to negotiate some serious scenery. It doesn't take all that long to finally get to grips with control of the frisky little bird. Don't despair if you keep ending up falling off tiny platforms or jumping off cliffs. If you enjoy cartoons then this will be a good buy.
89%

TAZ MANIA

This is full to bursting, overflowing even with characters and hazards. Every time Taz turns a corner or leaps over a hill there is something to jump over, swerve past or run and spin away from. Avoid trees, buses, water, bushes, dynamite – in fact just about anything that moves should be avoided, unless of course you have some kind of death wish. Take your time and you'll do okay.
87%

BUGS BUNNY RABBIT RAMPAGE

The cartoon-style graphics are very easy on the eye and everything moves remarkably smoothly. It looks unbelievably like the real cartoon while the game is a tougher-than-tough stroll through Warner Brothers land. Some of the levels can get frustratingly hard to complete, and once you finish them, there is another one just as hard waiting for you around the corner.
88%

DAFFY DUCK MARVIN MISSIONS

Marubeni have successfully turned all the hilarious antics of Daffy Duck's space age superhero alias, Duck Dodgers, into a great little SNES game. Impressive graphics and sound, plenty of gameplay, and enough laughs to have you hospitalised after one or two plays. We want more of this sort of game please – good characters with real attitude, not the bland trash we seem to have been inundated with recently.
90%

SUPER AIR DIVER

The balance of action and realism is very agreeable and the pace is kept at brow-moistening speed with some rough and ready computer-controlled enemy planes and over-zealous ground-to-air attacks. A ferocious barrage which gives you the impression of being a none too firm pile of number twos heading hopelessly towards an enormous great fan. This is not a far-reaching flight simulator but it sure is fun.
80%

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WHAT'S A 'FAIR' EXCHANGE? We consider many factors like the age (release date), value (second hand value), magazine opinion, popularity, lastability and a good few other factors like what the game is really like. The situation constantly changes as games are received and new games released, so no set groups or bands are maintained. A sensible judgement will usually suffice.

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INTERACTIV

It's the fourth installment of Elite's exciting football competition. The pages are again devoted to you, the readers, with a selection of some of the oddities we've had so far. If you can't find your name, don't worry – it may be printed as part of the winners next month

Normally it's our policy not to print begging letters, but because this one is quite bizarre it has somehow slipped through the net. Peter's letter has been printed exactly as it came to us in the post.

Who Gives A S***t FC

Peter (bum licker) Johns
Look – I know this is late but please print it because my friend bet it wouldn't get printed. You will find attached a £50 note which is yours if you print it in the great Super Action (grovel, grovel, slurp, slurp).

Goalkeeper:
Jimmy Hill – If any forwards got near him they would not be able to resist punching him, thus letting defenders get the ball.
Full Back 1:
Pelé – Ooh, woops – he's a forward isn't he – I am a silly billy!
Full Back 2:
Cindy Crawford – Well, she'd probably make you stop to drool.
Centre Half 1:
Mr Bean – He's just sooo funny anyone who saw him would burst out laughing.
Centre Half 2:
King Nbuto Nmbwelis – African king in 6th C. Executed so many people – surely good at executing tackles.
Midfielder 1:
Glenn Hoddle – God!
Midfielder 2:
Vinny Jones – So elegant in the tackle, so kind and polite to the opposition.
Midfielder 3:
Chaka Demus – Out of Chaka Demus and Pliers. We need some weight on the pitch, and who

CHRIS KAMARA
THE CELEBRITY DREAM TEAM

Chris Kamara (Sheffield United)
All-Time World XI

Midfield

Diego Maradona (Argentina)
Has virtually carried Argentina's national side on his back for more than a decade.
Michel Platini (France)
Eric Cantona is the most celebrated modern-day player in France, but Platini has to go down in history as the greatest Frenchman of all.
Johan Cruyff (Holland)
Remains a legend – thanks to the famous 'Cruyff turn' – what a player!

Forwards

George Best (Northern Ireland)
A genius of the dribble – what a shame he never played in a World Cup.
Pelé (Brazil)
The most complete player ever – skill, class, flair, guile, etc
Gerd Muller (West Germany)
A real goal poacher who did it at world level.

Subs

Paulo Rossi (Italy)
Ruud Gullit (Holland)
Mario Kempes (Argentina)

HE WORLD CUP?
E FOOTBALL

better to provide it? *(Is he the fat one? – reader)*
Forward 1:
George Best – Why do you think? Duh, I think he was good!
Forward 2:
Socrates – As Alan Hansen would say: "You need a thinker up front."
Forward 3:
Dougal off the Magic Roundabout. The dog's got it all, especially hair.

A Random Eleven

Simon Wood – World Dream Team
James McNeice – St Patrick's
David Brown – Striking Sensation Elite
Abraham Koutsides – Mixed Sandwice F.C.
Paul Fudge – Little Man United
Alan Gaffey – Magnificent Eleven
Marc Brashaw – Amazing Greats
A. Barrett – Perfection
D. A. Gorvett – Giggs United
Ross Hall – Whirlwinds
D. J. Line – The Real NTFC

Best Names (so far)

Abraham Koutsides – Mixed Sandwice F.C.
Jonathan McGroathouse – Huddersfield Strollers
William Rostron – Come On Vogue

A Few Stars

James Elliott – Stoke Gifford Stars
Peter Oakley – Super Action All Stars
Michael Duong – World All Stars

Athletic – Us?

Ron Jackson – Three Eyed Athletic
Philip Scott – Athletico Fish
Derek Campbell – Hammersmith Athletic
George Beamish – Albino Athletic

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Midfielders _____
_____
Forwards _____
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Closing date 4 August, no correspondence will be entered into.

THE SOUND OF MUSIC

The more we move forward into the cyberpunk world of multimedia, the more video games and dance music become inextricably linked. Alex investigates two such collabarations

X-Kaliber 2097 - A Reminder

Six enthralling levels lie before you, each one with its own guardian. They range from the Blanka rip off Tattoo, to the attractive-sounding Spuke who, believe it or not, pukes bright blue goo in your direction. It might not look terrific, but the overall playability is very strong. Next to the likes of Final Eight and Batman Returns, this works well. 82%

"I think the difference between us and most traditional bands is that we prefer the actual creative concept of writing the song rather than the benefits you reap after the song is done."

Lenz, keyboardist, Psykosonik

Psykosonik may not have made it big over here yet, but they recently topped the alternative chart in America with their second single Welcome To My Mind. Their debut single, Silicon Jesus, spent four months in the chart – an incredible run in today's ultra-dynamic chart environment.

Their musical style complements the SNES's sound capabilities perfectly. A not-too-harsh techno style reminiscent of Jesus Jones, EMF and The Shamen of a few years ago makes for a perfect soundtrack to accompany Activision's futuristic beat 'em-up X-Kaliber 2097.

Five tunes from their self-titled Wax Trax!/TVT debut release provide an ambient surround-sound setting for X-Kaliber, which scored 88% in last month's issue. Already Activision have flown the band all over the USA for various games

Psykosonik compact disc – The four-piece band are as image conscious as the next, using the latest in high tech imagery for both their packaging and their videos

The band from Minneapolis- On vocals, guitar and keyboards Paul Sebastian, on keyboards and guitars Daniel Lenz, on keyboards Theopolis and on drums Michael Minerk

show appearances and lifesize cardboard replicants of the four band members are on display in countrywide video game stores.

X-Kaliber, now an official British release, is packaged with Psykosonik's self-titled CD for the bargain price of £49.99. By no stretch of the imagination are Psykosonik a typical techno band. Mixing elements of modern pop and house and using real instruments, they represent a new direction for Wax Trax! and are the label's first new signing since joining forces with TVT Records early last year.

Formed in 1991 by Paul Sebastian, Theopolis and Minneapolis club DJ Daniel Lenz, the band have a curious, experimental musical approach. The songs on their LP are dance orientated, accessible and full of catchy hook lines.

"We sensed this winter of discontent among people in our age group," says front man Sebastian. "A dissatisfaction with government and the general state of the world. Our music reflects some of that displeasure."

Psykosonik's video and lyrics for

Psykosonik track listing – The first couple of tunes have already been successful as singles in America. Track three, Teknojihad, however is probably their most chart friendly number to date

Welcome To My Mind back up that statement. An overwhelming sense of discord is felt due to computer-generated animation, with the group members' heads spinning against blueprint-like grids, down a tunnel and along a waterway lined by an angular landscape.

The groups' faces are lighted by a strobe and are sporadically blurred by reverse image photography or coated by strokes of colour. Various other special effects such as bubbling liquid and image layering make their video constantly scream for attention.

Similarly, the accompanying lyrics such as 'Welcome, enter nightmare centre' and 'hateful dreaming, self-demeaning' leave those exposed to the video in no doubt as to Psykosonik's in-yer-face attitude. If the group don't make the transition from underground success in America to the big time over here, it may just be that good old Conservative Britain isn't quite ready for the music created by a quartet of real life Lawnmower Men.

Dutch techno duo 2Unlimited should not really need any introduction. After all, the Amsterdam pair are Holland's most successful chart act ever, with hit after hit in Europe. This is in sharp contrast to Minneapolis techno quartet Psykosonik whose success has so far only permeated their home nation.

Anita and Ray are as much a visual outfit as a musical one as their diverse videos have proved. Although the focus is primarily on Anita's energetic dancing and Ray's small but muscular frame, their videos have always combined computer technology with dazzling

costumes to great effectwhether it be the stark Get Ready For This or the theatrical jungle scenario of the Tribal Dance.

Activision enlisted 2Unlimited's help for the soundtrack of the tough horizontally scrolling shoot 'em up Biometal, an R-Type style multiple power-up flight of parallax fancy. Although the SNES sound chip is not equipped to do Anita's vocals full justice within the context of a video game, the tunes such as Get Ready For This and The Twilight Zone are instantly recognisable as 2Unlimited's very own dance floor fillers.

With Activision enlisting the help of two such exciting bands to enhance their products, they must surely now be paving the way for further collaborations.

In an age where the vast majority of SNES game releases have anaesthetised, minimalist soundtracks, Activision deserve credit for playing a frontline role in combining the media of games and music to enhance both elements.

Just so long as the SNES never falls to victim to the kind of games that feature bands as their main sprites, like Madness and Motorhead on other formats – now that's what I call nonsense.

"The Twilight Zone got to number 43 in the billboard charts, but the Americans think our music's too aggressive for their radio. We don't get on MTV in the States much at all. It's very rock orientated." – **Anita, vocals, 2Unlimited**

Biometal – A Reminder

This horizontally parallax scrolling blaster kicks off at a fine pace. There are six levels to battle through, each complete with the customary end-of-level guardian. Each new level brings a different backdrop and a new fleet of ugly and twisted baddies. Plant life and biomechanical monstrosities get in the way throughout. 80%

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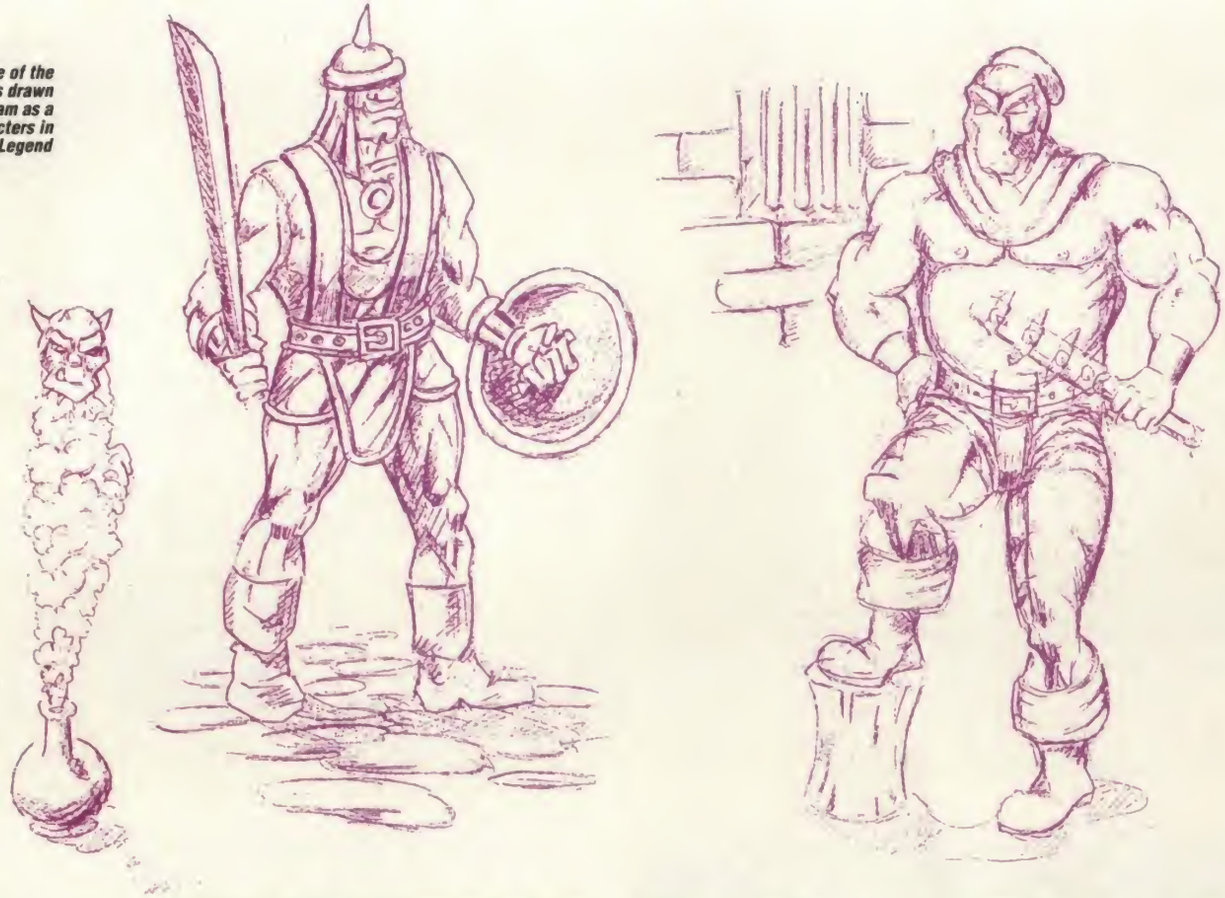


Here are some of the preliminary sketches drawn by the graphics team as a basis for the characters in Legend

A FEW GO

Poor releases abound these days. But Arcade Zone's Legend comes with quality guarantees. Neil thinks you won't be wanting your money back

Lyes Belaidouni is the graphics artist who worked on Legend

Arcade Zone is one of the newest Nintendo games publisher around. They operate under the slogan of 'A few good games' and are dedicated to producing arcade-style games for the Super Nintendo.

What exactly is 'arcade-style', you may ask. Well the company specializes in the frenzied non-stop action, high quality detailed graphics and large character sprites that epitomize the coin-op machines.

Their first impressive release, under the watchful eye of the SNES supremos at Sony, is a sideways-scrolling medieval beat 'em-up called Legend. And since we are always striving to bring you the news of the top new releases before they happen we thought we would take a little look at what is going on.

Technically speaking, Legend is a hack and slash 'em-up but I'm not one to quibble as long as the game is good. Basically your task is to free the people of Sellech from an evil curse by defeating foes that haunt the kingdom. The ring leader

A few shots taken form Arcade Zone's forthcoming release Legend. Note the huge character sprites and beautifully detailed backdrops

OD GAMES

Carlo Perconti was responsible for most of the programming on Legend

of this gang of evil adversaries is Clovis, son of the even more horrendous Beldor(?!).

The hordes

Your quest is divided into six stages and each is further divided into one, two or three sub stages. Unlike many games of this nature, it doesn't necessarily follow a linear progression through the levels.

Events can occur in certain stages which may open up whole new scenarios. For example, on the fourth stage you will come across a guardian armed with a huge crossbow and a net. If you fail to defeat this boss you will be flung into jail and will have to escape through a series of caves. On the other hand, if you defeat the boss you would have moved onto the next level.

One of the huge main sprite characters is armed with an axe, the other a sword, and both characters have a variety of moves and attacks at their disposal including magical spells and three super powers. The animation is such that you really feel the power behind the weapon as it cracks down on the malicious marauding hordes.

Graphically, this game looks a treat. Arcade Zone really have lived up to their promise of arcade-quality visuals. There are several special effects including fires, which give off heat hazes, stunning lightning sequences, and the odd spot of Mode Seven for the rotating map screen. As the screens are often awash with enemies, you would expect at least some of the dreaded 'slow-down', but no, Arcade Zone have given a 'no slow-down' guarantee and have even added a turbo speed which allows even more frenzied battles.

Lop away

Overall Legend has an impressive 14 action-packed levels with a variety of different scenarios for you to lop your way through.

You must battle your way through dark, eery forests, foreboding cathedrals, and some of the most unfriendly Olde English taverns you are ever likely to come across. What's more, all these stages are jam packed with Clovis' evil cohorts asking for a ruddy good pasting.

From the zombies of the swamps to the evil prehistoric cavemen of the caverns, all the foes are fearsome fighters and with literally hundreds of them to defeat you are in for one sizeable adventure. Naturally there are end-of-level bosses, but each has a different fighting style and way of behaving which adds to the challenge.

Tough cookies

Our brief preliminary look at this impending new release was, most definitely, of a favourable nature. The overriding thought was that this was going to be one tough cookie to crack. While most games of this genre can be completed within a couple of hours of hard joypad waggling. Legend won't be completed in a hurry. This is a big game, with big impressive graphics and I think it's going to make a big noise in the SNES market.

The lads at Arcade zone also gave us a sneaky glimpse of two more of their projects – Iron Commando and Nightmare Busters – though at present they are still in the pipeline. Again these concentrated heavily on excellent graphics and wild action and both looked a lot of fun. We will bring you any news on these as we get it.

PREVIEW Exclusive

The king asks you to put your neck on the line whilst he sits in his small cupboard, or whatever it is

Dive-bombing birds can be a real pain in the butt so give 'em a good thwack

By standing on the switch, all blocks with the lightning symbol become solid

SUPER ADVEN ISLAND

HUDSONSOFT/VIR

Leap the platforms in time to Carribean rhythms on this desert island adventure as you rescue your beloved damsel in distress

Master Higgens approaches the castle after witnessing a girl being carried off by a bird

The original Super Adventure Island was a platform-type affair in which the hero, Wonderboy, had to do platform-type things like running jumping, falling and what have you. Although it paid more than a passing resemblance to Joe and Mac, it still received an impressive 87%.

Over a year later and Super Adventure Island 2 is here. This time the adventure looks a whole lot more substantial and has more in line with a role playing adventure than a true platform game.

It all begins with the heroic Master Higgens, on a raft with his new luscious wife Tina en route to their honeymoon. I know what you're thinking. Why? She wanted champagne and roses but all she got was drifting aimlessly on a shoddy-looking raft in the world's most shark-infested waters.

Having heard the weather reports from the British Met office they both foolishly fell for the oldest joke in the meteorologist's handbook. You know the one, the '100% guaranteed uninterrupted sunshine' prank. Anyway, the inevitable happened and as the weather people lay creased up on floor with tears rolling down their faces (yes, ha, ha very funny I'm bereft of ribs), up from nowhere popped a tropical cyclone.

In the disturbance the raft was smashed to pieces and Master Higgens and Tina were torn apart and carried in different directions by the furious storm.

Tina awoke to find herself on the beach of the tropical island of Waku-waku. During all the commotion she had received a blow to the head and had total memory loss. She had forgotten where she was from and even that her new husband ever existed.

Master Higgens floated around the ocean for a few days but was eventually washed up on a deserted island. He too had amnesia and his vision of Tina remained only as

Watch out for the slippery slopes. There are plenty of bad guys around

Using the ice bell to wake the ice giant opens up a whole new world to you

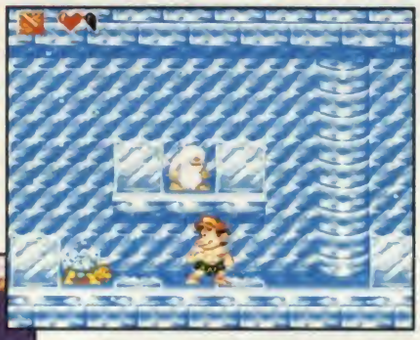
Brrrr it's a little nippy so that glowing armour may come in very handy thanks very much

That extra bit of heart will come in useful later on in the game when it gets a little tougher

TURE 2

GIN

Right: Use the fire sword in the ice worlds to smash those blocks of ice to bits



Below: Your first major find will be the silver sword, making it easier to batter baddies

a grain of sand in the beach of his mind (what!!). All he knew was that he had to do something about the situation and, being the great warrior sort, he set about the monumental task of sorting out his head and rescuing a woman he could only vaguely remember.

Meanwhile Tina had been found and was living in the lap of luxury with the king of Waku-waku island. The couple had become so close that they intended to marry. The wedding was arranged but before the king had a chance to put the ring on Tina's finger a large buzzard swooped down and plucked her from the altar.

In the distance Master Higgens was approaching the castle after many days of wandering. He saw all the commotion but didn't recognise the screams as those of Tina, his wife.

When he arrived at the castle, the king was distraught and asked Higgens to go and rescue her. He couldn't actually go himself because he had responsibilities as king to his people and he was a bit of a blouse.

The game itself is set across many different islands and as Higgens you must navigate a raft around these, collecting items that will allow you to reach Tina. Each island throws up a variety of dangers and foes, abominable snow men and walruses in the icey wastes and fire-breathing dragons on the volcanic islands.

Graphically Super Adventure Island 2 is nothing to write home about but it does have nice big sprites and it's all very colourful and pleasant on the eye. What did stand out however was the excellent Caribbean music – steel drums and all – which had everyone jigging around the office. These things do tend to have a finite tolerance level though and I'm sure someone will get sick of it soon.

Along your adventure you must collect weapons, armour, equipment and magical spells that will allow you to defeat the numerous enemies and solve the puzzles which stand in your way. For example, the fire sword is needed to break ice blocks whereas throwing daggers are more suitable for killing any airborne opponents.

Many of the items collected on one island will relate to a puzzle on another island so you'll need a good memory if you are to remember where to return to with your newly acquired keys or powers.

Overall this looks to be quite a sizeable little adventure and although I'm not convinced Master Higgens is going to become a role playing icon along the lines of Zelda, it still offers a fair amount of gameplay and enjoyment for fans of the genre.

The newly weds enjoy a simple free and easy life just floating around on a raft

Master Higgens and Tina watch helplessly as the tropical cyclone takes hold of their raft

Once you have acquired the ability to shove things then new rooms become accessible

This tree boss is a real pushover. Just jump up and down and hit him with your sword

You'll find rooms dotted around with lots of useful information in them

FIRST LOOK

When I began to play this game I was finding it very tough. By that I mean it was the much more preferable challenging kind of tough and not the impossible tough. Due to this I found I was playing for some considerable time and, I must say, quite enjoying it too.

It's difficult to predict how long it will take before you would get bored of a game like this (it can be a little bit repetitive at times) but I'll certainly play it some more and let you know what I think in the full review which will be in Super Action soon. ***NEIL***

PREVIEW Exclusive

Right: The tactical screen shows where you are in relation to the enemy and also how your shields and weapons are holding up to the attack

MICROPROSE

STAR TREK: THE NEXT GE

Welcome aboard the bridge of the Federation Starship Enterprise as you seek out strange new worlds and boldly go where no man... etc. ...Engage!

Mike Myers summed it up perfectly in Wayne's world when he claimed that in many ways The Next Generation was superior to the original Star Trek but it neither could nor would ever replace it.

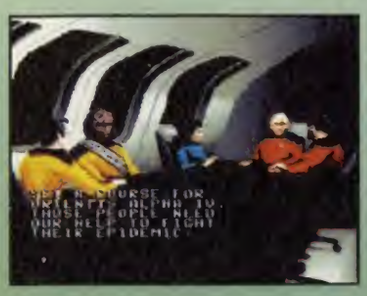
Star Trek has to be one of the most successful sci-fi creations of all time. After a shaky start in which the first series was nearly axed by the TV network showing it, Gene Roddenbury's space age quest has spawned many series', several multi-million dollar movies and more product licenses than wise to discuss (only having 80-odd pages in the mag that is).

Even after all these years, Star Trek is still a way of life to many people and numerous well attended conventions occur worldwide every year.

The Next Generation series carries on this well established tradition. OK so some things have changed since the early days and rarely do you see the blatantly obvious polystyrene boulders anymore (shame), and Captain Kirk's fascination with all non-human females seems to have died a death (probably because he's not in the new series or I feel sure he'd still be after those green babes from far-off planets!).

What remains the same is the emphasis on excellent storylines and the strong belief in justice, diplomacy and rationality conquering all the odds. Oh yes, and the Enterprise's obsession with kicking the living daylights out of those bloody Romulans!

In this latest release from MicroProse, you get the chance to command the most famous spacecraft in the entire Universe, the Federation Starship Enterprise. This is a voyage that will take you to the farthest reaches of the known expanses of space and probably a little bit further as well. You must explore hundreds of



Below & Right: When you start completing the missions then communications start to come through thick and fast. Luckily these are both friendly and are thanking you for a job well done

Right: You must assign your ship's resources to the different sections of the vessel to make them more effective

Left: Having nearly blown up a Romulan ship the commander claims he drifted into the neutral space by mistake and that you were in the wrong. The thing is, he fired first!

NERATION

The main view screen is central to the ship

Captain Jean Luc Picard observes your actions

planets, defend your ship against hostile attacks and send teams down to carry out starfleet command's wishes.

Your mission is far from straightforward though. The Derandomizer, the most powerful device in the Universe, is threatening the stability of the Federation and this has attracted the attentions of the Romulans and the mysterious alien Chodak fleets. You must find and control the Derandomizer before the enemy get their grubby little hands on it.

A lot of the action takes place on the bridge and from here you can control all the necessary aspects of the Enterprise. You can set your course for any of these strange new worlds we've heard so much about, make communications with other ships and even consult the ship's computer.

When you are given a mission, you must make your way to the sector and carry out whatever is necessary to complete it. If this means beaming down an away team then you must select which crew members would be best suited to the task ahead and use their combined skills to solve any problems that may arise.

Even the simplest-seeming mission can have unexpected consequences and there is always the ever present danger of running into a hostile force who aren't overly keen on just having a spot of tea and a chat.

For just such a situation, your ship is armed with fore and aft proton torpedoes and phasers. If the opponents prove too much for you, it is possible to try and talk, but more often than not they just take you prisoner and the game ends.

A nice touch is the option to consult the balding Captain, Jean Luc Picard as to what you should be doing and how this should be achieved when you are having a particularly hard time with all the little details of a mission

Overall, Star Trek looks like a wonderfully big game. The information stored on the ship's computer alone would take months to read through, but combine this with all the missions and the hundreds of planets it is possible to explore, and you have a sizeable role playing adventure.

Above: Cr Beverly Crusher gives Geordi La Forge urgent medical attention following a little mishap whilst with the away team. Right: Choose your destination using the ship's computer

FIRST LOOK

On first play, it struck me that the graphics, though not superb, really made you feel like you were aboard the Enterprise. The way you move around the bridge initially seemed a little awkward, but after a little practice and time spent learning where things were, you soon got the hang of it.

With literally hundreds of planets to visit, you aren't going to be short of things to do, so this one looks like it may be a bit closer to the mark in terms of value for money. Check out the full review winging its way to you soon. *NEIL*

PREVIEW

Exclusive

The babe-licious Tula is completely devoted to Ren (lucky man) and also to the quest for the treasure of the rule

Bloth is a big fat mother who loves nothing more than a bit of mutilation before breakfast

THE PIRA DARK W

Watch out for the dragon as it swoops in low carrying an enemy Pirate

It's that Bloth character again. He's an ugly little spud ain't he?

Tula readies herself for battle against the hordes of horrendous pirates

Ioz smashes some skulls using sheer strength and the odd large, heavy, inanimate object. Just watch those heads pop!

Ren, Tula and Ioz battle against Bloth and the dark water. No they're not from 'Surfers Against Sewage', they're part of the new cartoon tie-in from Sunsoft!

Based on the Hannah-Barbera cartoon series, Pirates of Dark Water is the story of Ren, the son of the good and well-loved King Primus who once ruled over the distant watery planet of Mer. Sadly an evil pirate lord had taken the dying king prisoner in an attempt to divide the people of Mer and take control of the planet.

The king, having escaped from pirates, returned to finally see his son and reveal to him where his destiny lay and what he must do to save the planet and his father's people from the imminent destruction they faced.

Ren himself was a bit of a reluctant hero. Thrust into his role by fate, he often doubted his own abilities. However, his honesty and integrity won him the trust and loyalty of all those around him. Using the broken sword once owned by his father, he and his rag-tag crew do battle with Bloth (the pirate lord) and the Dark Water, a physical incarnation of the evil for which he stands.

Ren's crew includes Tula, a brilliant strategist who is totally devoted to the cause. She fights with a knife and her fists and, though not strong, she has blinding speed and agility and can easily outmanoeuvre most opponents.

The other crew member is Ioz. He is a hardened ex-pirate who once killed and maimed in the pursuit of gold but now has seen the error of his ways and is a loyal friend to Ren and Tula. He provides the physical strength for the heroic trio and, despite the fact that he is slow and lumbering, one swipe of his massive sword and many foes are down for the count (their severed limbs and all).

Together, these three characters battle Bloth and his cohorts in the world of Mer and by collecting all the ancient treasure of the rule, Ren and his crew can control the spread of the Dark Water and banish the forces of darkness forever.

Bloth is the most ruthless, cold-blooded killer who ever existed and he isn't averse to killing his own crew just for a laugh.

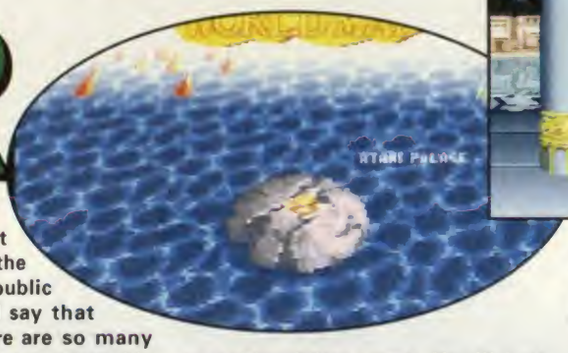
He is fearsome in the extreme and, though huge, he has great speed and agility. Armed to the teeth, he and his evil cohorts chase Ren and friends in their battle ship the Maelstrom. They try hard to collect the treasures of the rule before Ren and consequently maintain their tyrannical grip on the planet using the evil powers of the Dark Water.

The Pirates of Dark Water is a sideways scrolling beat 'em-up which came as a bit of a disappointment when I first saw it. But

Left: That big geezer looks mighty angry. That or he's doing a very poor pigeon impression

This is the crew in all their glory and from left to right they are: Tula, Ren and Loz

ATES OF ATER



Left: Here is the map of the planet Mer. Above: Tula meets some heavily tattooed Pirates who require many beefy thwacks before they fall

BANDAI

as far as scrolling shoot 'em-ups go, this is a pretty good one.

Although the version we have seen is only a sample of the finished product, the graphics are looking good and the action is fast and furious. There are literally hundreds of adversaries to get past, so you'll have to use the combined skills of Ren, Tula and Ioz. Each character has several moves, special attacks and different weapons, which will be more or less effective in different situations. In practice this means you can throw, bludgeon or hack those nasty pirate sorts to death!

I'm not sure that this is quite what the SNES cart-buying public is looking for and I say that purely because there are so many games of this nature around at this very moment.

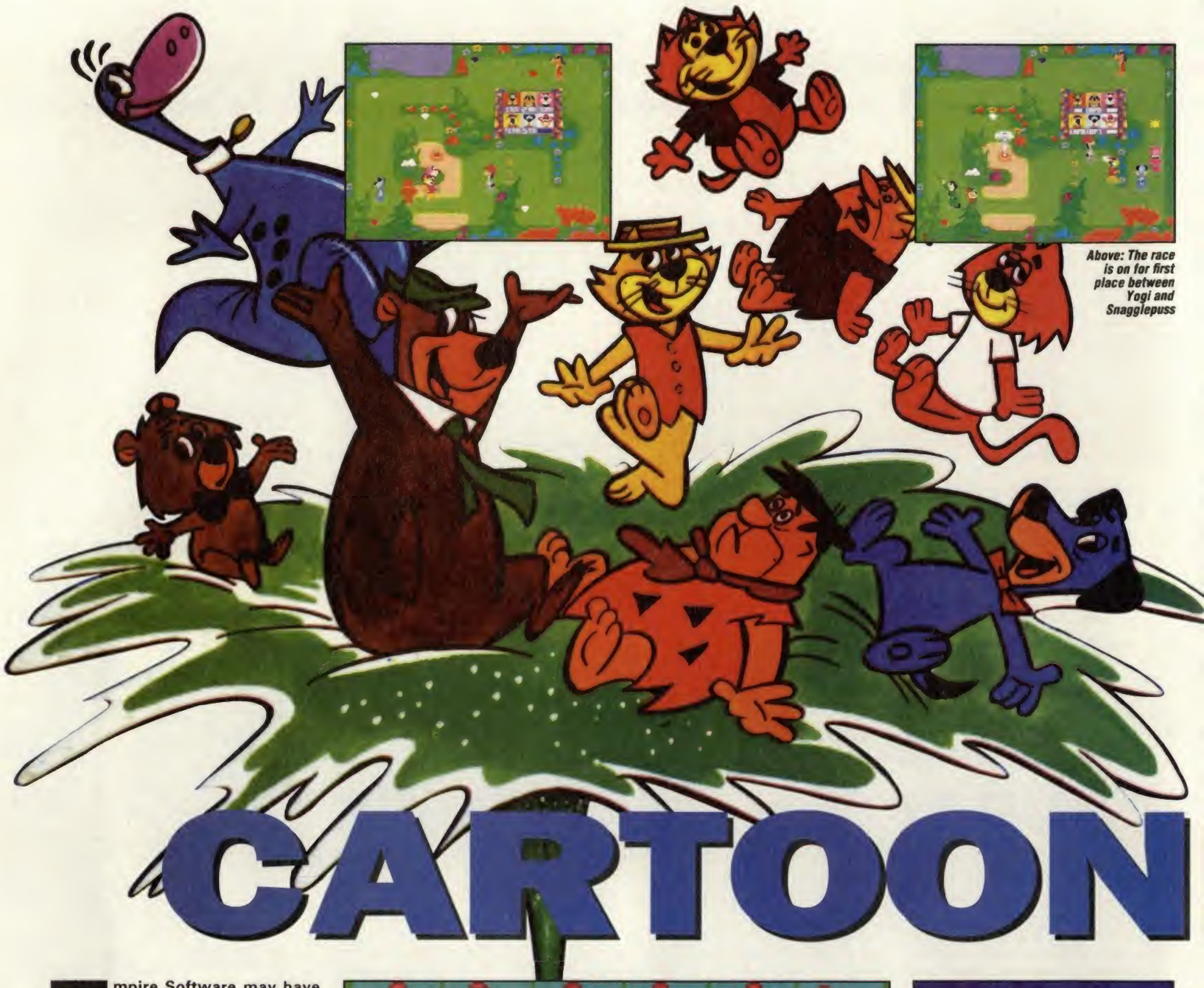
I shall reserve final judgement on the Pirates of Dark Water until I have seen more of these swashbuckling sorts. You'll just have to wait for a couple of issues for the full lowdown. Ho-hum, but that's the way the cookie crumbles I'm afraid.

Above: Ren skips merrily down the water front blissfully unaware of the danger that lurks all around him

FIRST LOOK

Based on the successful cartoon series, this came as a bit of a disappointment being nothing more than a scrolling beat 'em-up. Things began to look up however when I saw just how much action this game actually contained. Wave after wave of dark water pirates come charging at you and you'll be lucky to have time to breathe.

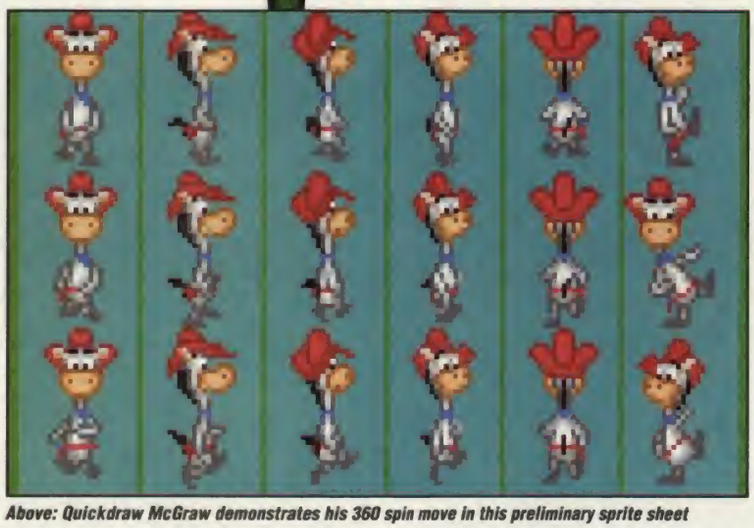
Despite the lack of originality, this new game looks like it may turn out to be a pretty good fighting game so check out the full review coming to Super Action soon. NEIL



Above: The race is on for first place between Yogi and Snagglepuss

CARTOON

Empire Software may have hit the big time with their interesting platform shoot 'em-up Space Ace and they are currently putting the finishing touches to their new football cart Empire Soccer. But they've got even more scorching software up their sleeves for later this year. We take a behind-the-scenes look at the two main cartoon carts Empire are currently working on as they dig through Hanna-Barbera's back catalogue for future console stars.



Above: Quickdraw McGraw demonstrates his 360 spin move in this preliminary sprite sheet

HANNA-BARBERA'S CRAZY CARTOON CHASE

Move over Mario Kart, your racing days are numbered! Possibly the funniest race game ever is about to hit your SNES and it stars a whole host of cartoon icons.

The game itself involves six characters from the Hanna-Barbera stable running around various race tracks in a mad dash for the finishing line. Up to 40 different courses are available with eight completely varied playing styles including Ranger Smith's Jellystone Park track, Benny the Ball's Alleyway and Squiddley Diddley's Underwater Cavern.

Empire have dug out over 20 Hanna-Barbera characters from retirement. Among the line up are Yogi Bear, Top Cat, Huckleberry Hound, Captain Caveman and the one and only Hong Kong Phooey! Over 1000 frames of animation have been drawn for each character by an artist who was coached by the legendary Iwao Takamoto at the Hanna-Barbera Studios in Hollywood, California, so it should all move as smooth as you like.

Above: Magilla Gorilla tips his hat and welcomes you into the first race

Above: Once everyone has selected a player, it's time to run like crazy!

Above: Yogi Bear, Captain Caveman, Top Cat, Quickdraw McGraw, Touche Turtle, Richochet Rabbit, Benny The Ball and Hong Kong Phooey are only a few of the cartoon classics available

Above: Here comes Yogi! He may be minus Boo Boo, but this smarter-than-average bear sure looks good on the old Super Nintendo. Don't you think so?

Above: This is what's known as a sprite sheet. Every frame of Yogi's animation is drawn and programmed onto the sheet to give some kind of idea of how things will look when finished

Above: Quicker than the human eye! A classic cartoon kung fu man if ever there was one

Above: Top Cat, HK Phooey, Snagglepuss, Quickdraw and Huckleberry Hound battle it out

CHAOS!

Dozens of original sound and voice samples have been taken directly from the original cartoons to give each character their very own crowd chants, cheers, boos and overall create a wonderful racing atmosphere.

Each race will feature six Hanna-Barbera charcters, but only five of these may be controlled by individual players. One character must be computer controlled on each race, allowing it to knock you into oncoming dangers or slow your speed down.

The aim is to collect crystals which boost your running speed, acceleration, grip or fitness. Players can knock each other around the track and use their jump move to stun each other.

Players can also pick up the odd virus whilst racing. These act like the skull icons in Bomberman in the sense that they can be transferred onto other characters by touching them mid-race.

The excellent animation and interaction bring this cart to life. Extra characters pop up around each course desperately trying to nudge you out of the race by throwing snowballs at you or by knocking you into oncoming trains or geysers.

Above: One of the earlier screen shots for Yogi's debut SNES romp

As you can see from these preliminary screen shots, the graphics in this cart are already looking stunning, even though the finished game is well away from being 100% complete.

All of us here at Super Action HQ are big Hanna-Barbera fans of course and so we can't wait to get our sticky little fingers on a finished version. We'll have more news on Crazy Cartoon Chase in future issues of your favourite SNES mag.

YOGI BEAR'S CARTOON CAPERS

Smarter than your average bear and twice as fat, Yogi Bear is just around the corner. You may have spotted the exclusive preview we did a few issues ago, but if you didn't here's a quick rundown.

Empire Software are polishing sprites and rendering backdrops as we speak in a bid to make Yogi's Cartoon Capers one of the best looking, best playing platform carts around. It won't be up for review for another few months, but the Super Action squad have cornered a copy of the cart.

Above: After each race your host displays everyones lap times

Above: Same shot, but this one's an early version before the shading was added

Something terrible has happened down at Jellystone Park. The scourge of society is planning on building a toxic waste dump inside the park, but only Yogi knows this top secret information. You have to guide Yogi through several different settings so that he can find Ranger Smith and stop the ozone un-friendly scheme before it gets off the ground.

The plot takes you through mine shafts, woodland, water levels, caves... and each section holds a bizarre feast of energy-pummeling beasties. From burly workmen to psychotic squirrels, you and Yogi must beat off the oncoming oddities, collect plenty of cake (energy) along the way and keep your hairy butt intact until you reach the end of the game. We'll have more news on Empire's forthcoming carts sooner than you can say 'Boo Boo'.

Here he is, the Mighty One himself. All his power comes from that stupid-looking cap on his nonce

He may only be an inch high but Mighty Max has already caused a massive stir over the pond. Now he looks set to do exactly the same over here. Neil reports

MIGHTY

Why not try climbing the ladders? At least it will while away the hours. Probably

Max, on the bottom, simply has to throw that crate into a portal and he's away

Max and his mates prepare to do battle with the Skull master and his henchmen

Mighty Max is a massively successful star in the USA who first made his name with a series of cleverly designed toys. As with many of the more successful toys, it wasn't long before he was big in television too with his own extremely popular cartoon series.

The toy range that launched Max's career grossed a staggering $109 million in only six months during 1993, and the animated series quickly rose to the number two slot on American children's television rising above both Sonic and Mario. With the imminent airing of Mighty Max on British television, the future looks bright for this young imp.

Due to this unprecedented success, Max seemed the perfect character to make a bid for Super Nintendo stardom. With his credentials it looks like he won't have to try too hard. This new action adventure is being developed by WJS Design for Ocean and is being distributed by Sony.

WJS Design based in Leeds is a development team with an excellent track record of success. Previous projects include Anarchy on the ST and Amiga, Shadow of the Beast I & II and Bloodmoney on the Mega Drive. So with it coming from such a prestigious team, we thought it only wise to take a sneak glimpse at how things are shaping up on Mighty Max.

Max is a twelve-year-old adventurer, though amazingly only one inch high. He is a kind of cross between Indiana Jones and Inch High Private Eye (remember him?). This pint-sized kid never really wanted to be a hero but his bright, confident character, and his knack of worming out of the trickiest situations made him perfect for the role. One day, in a fortuitous bit of mischevious behaviour Max accidentally broke his mum's mysterious old statue and found a cosmic cap inside.

When he put it on his head, this cap gave him special powers and turned him into 'The Mighty One', able to travel instantly form place to place using a series of ancient portals. But along with power comes responsibility and Mighty

There is one of those elusive crates. Grab it quick and leg it

Use the handy ballons, trap doors and magnets to move the crates around the levels

The pyramid level is fairly tough to complete

MAX

Here is one of the sprite sheets used to animate the protector of Mighty Max, Norman

Max has a couple of friends to make sure he is using these amazing abilities wisely.

First of all there is Virgil the chicken. He has lived for many eons and is the keeper of the ancient scrolls and steward of the forces of good. He has waited for thousands of years for Max to arrive for it is only he who can truly wield the power of the cap. He advises Max but Max doesn't always follow his advice to the letter – after all he is merely a very old chicken!

This is a sketch of Norman the hard as nails protector of Mighty Max and slightly slimmer twin brother of Borf from Space Ace!

Norman is the protector of the Mighty One. He is a mammoth of a man and his task is basically to batter anything and everything that may be a threat to Max. His motto is: "If it moves, destroy it". So whereas Virgil is the brains of the operation, thinking rationally about a situation before commenting, Norman is more of a 'twat it and see' type of geezer.

Mom is also a bit of a hero herself. Not only is she part of the ancient blood line of heroes but she is also an adventurer in her own right. In the monster-infested world where Max dwells, she doesn't mind getting her hands dirty and can often be seen using a Saxon Long-Bow on some of the less savoury of the foes.

The harshest of all the nasty guys is Skullmaster, a terrifying monster who wishes to gain control of Max's cap and use it for his own evil ends (there is a world domination plan in here somewhere). His horrendous cohorts include lava beasts, mutant hunchbacks, zombies and werewolves, all dedicated to swiping the Mighty One's cap, leaving his hair in a state.

Max must collect all those stars and make his way to the portals, or something

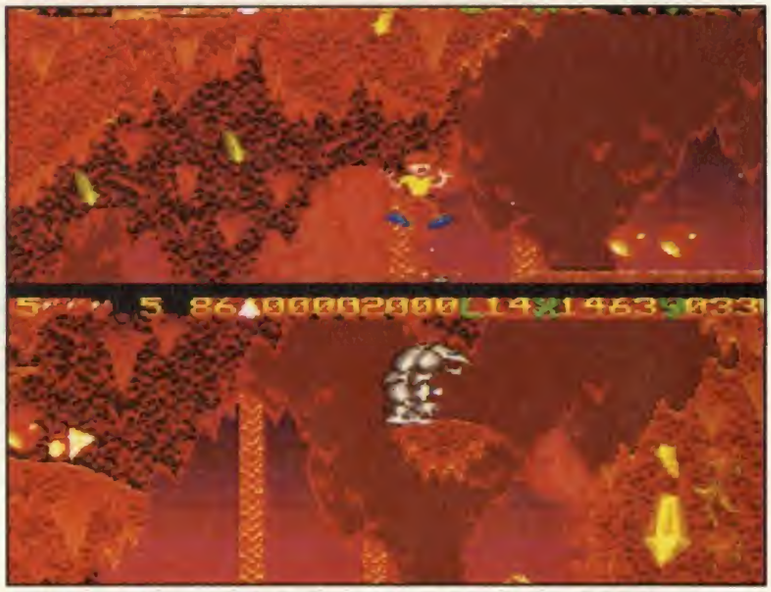
The SNES version of Mighty Max is going to include many excellent features including sampled music and sound effects, original gameplay, and a whopping 25 levels of taxing gameplay.

Travelling through many different scenarios including jungles, space stations, volcanoes and underwater levels, Max must solve puzzles using a host of implements and also destroy the the Skullmaster's despicable henchmen.

Norman guards that crate whilst player two searches for the portals

More sprite sheets that were used in the production of the game

With a great two-player option, Mighty Max looks to have just about everything you could want from an addictive, playable SNES game. As ever, we promise to bring you all the information we can get on this potential blockbuster of a game in future issues of Super Action. Keep it here!



The two player mode means that you and your mates can battle it out simultaneously

Even more sprites used in the animation of various characters within the game

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PART2

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CUMBERBATCH QUIZ WINNER!!!
Thanks to all of you who entered my funky compo last issue, but unfortunately there can only be one winner and that man is... drum roll please... Danny Pearce from Walworth!! Hurrah for Dan everybody! Everybody?? Now there's no need for sour grapes or nowt like that is there? I know all of you who entered must be terribly upset at not winning, so I've got another question for you. Again, the winner will be picked purely at random and will recieve a cart of my choice. Here we go then... In last month's issue, the spine message read "We don't shine shoes anymore!", but which blockbuster movie did that line actually come from? If you think you know the answer, then write it down and send it to the usual address. Good luck.

"Moan, moan, moan. Gripe, gripe, gripe. Winge, winge, winge – don't you people have anything better to do? "How much is this?", "What's this like?". All I seem to do nowadays is answer your giddy gaming questions and I'm getting reet fed up of it I can tell yer! Hang on, that's my job isn't it. Oh well, back to the never-ending pile of letters I go. Ho hum."

SOCCER SPOD

Dear Guy,
I'm very puzzled about all the soccer games that will be released this summer. Why so many? Is it because of the World Cup or what? I don't dissaprove or anything, but such a large selection and with the prices rising all the time, which one should I get? Fifa, Ryan Giggs, World Cup Striker... there are a few more that I won't name, but what's happening? I was wondering if you could tell me when FIFA, Striker 2 and World Cup are coming to the UK and which you think is the best soccer cart is? Finally, do you know what's happened to the SNES CD-Rom? I even saw a picture of it!

Thanks, Marcus MacDermot, Castlerea

FIFA: June 3rd – be there or be offside

Hello Marcus, welcome to my world. I suppose it is very puzzling for the average SNES punter nowadays with all these footy carts coming out at the same time. I can see your dilemma. The reason all these soccer games are hitting our shelves is mainly because of this year's World Cup. Everyone has jumped on the soccer bandwagon in an attempt to make the best World Cup cart out there. Unfortunately, most of the carts that are getting churned out are a tad pump to say the least. Your best bet is to read Super Action, find out what the guys say about each cart and then make up your own mind. FIFA is released on the June 3, World Cup Striker on May 20, and World Cup USA 94 from US GOLD is released on June 3 too. The best? Erm, well... ah, um, Header and Volleys! No! Three and you're in! God knows what has happened to the CD-Rom Marcus. We saw several artist impressions of the SNES CD-Rom, but since then nothing has been released. I think Nintendo are concentrating all their efforts on producing Project Reality, so the CD-Rom may have taken a back seat for a while. More news when we get it Marcus.

MONEY MAKER

Dear Guy,
I am a fan of Super Action and I think it's the best mag available for the SNES. Me and my friends have a query about how to go about sending a computer game design to the Nintendo company. Maybe you could get us their address, please? One other thing. I've heard that the Pro Action Replay cartridge ruins your games. Is it true?

Thanking you, Amish Kalaria, Nicky Mallard and Dean Bauister, Northants

Not another one! I can't give out Nintendo's address lads, I'm sorry! What you should do is look on the back of a game box, or on an advert or something and there should be an address or a phone number of the software house that produced the game. Simply ring them up and have a chat with someone there about your idea.

MAZZA: Console king and industry icon

I don't mean ring Nintendo HQ, just the software house responsible for the game, Ocean or Acclaim or someone whose offices are based over here and not in America or Japan. Pro Action Replays don't bust your carts. On occassion it has been rumoured that they have been responsible for blowing someone's machine up or knackering one of their games, but in all the experience I've had with one, it's never done me or my machine or my games any harm whatsoever. OK?

I LOVE YOU 2

Dear Guy,
I think your mag is awesome and live in Norwich. I also have some questions for you. In your recent mag you have been

MBERBATCH*

talking about the new SFX 2 carts. I know Nintendo are making Stunt Race FX which uses all the SFX 2's 3D capacity. But will there be a Starwing 2? I have Starwing which comes as a pack with a SNES. I love this game and it'll be excellent if they make a sequel. One other thing! Will they change Joe & Mac 2 from import to PAL?

Thanks Super Action, I love you!! Noel Jupp, Norwich

Starwing 2 is currently being sorted out for the bods at Nintendo, but alas, there is no news of Joe & Mac 2 getting an official release. Never mind Noel.

AUSSIE GIT

Dear Guy,
I hear that if you get a certain Action Replay cart and you put in the right code you can get blood on Mortal Kombat. Is this true? Oh and how come us people in Austrailia never get any of the extra books stuck to the front of the mags? Why do you put crosswords in? If I wanted crosswords then I'd go and buy a puzzle book instead of spending $7 on your mag. Hello to Donald Main!

Dizzy, Albany, West Austrailia

KOMBAT: Totally blood free I'm afraid!

G'day mate! No, you can't get blood on flippin' Mortal piggin' Kombat!!! You don't get the extra mags because your post man nicks them and we don't do crosswords anymore! Oh, hello Donald Main, whoever you are!

SPARE CARTS?

Dear Guy,
I buy your magazine every month so I was wondering if you could answer these few questions.
1) Where's the letters section gone?
2) Is Pop 'n' Twinbee Rainbow thingy any good?
3) If so, when is it coming out?
4) When will Bomberman 2 be coming out?
5) Where do you get that much squid ink to print your magazine?
6) I was looking through issue 22 of Super Action and I saw hidden characters for NBA Jam in the cheats section. I can't get them to work. How come?
P.S. If you have any spare carts, my address is enclosed.

Cheers boys, Matthew Smith, Sheffield

Hi Matthew! Don't bother crawling at the start of your letters kids, I'm not impressed by it at all. Just say something nice about ME (not how many times you buy the mag) and get on with your queries. Okay, here's your answers:
1) It's here, right under your nose! Are you blind?
2) I'm led to believe that Pop 'n' Twinbee Rainbow Bell Adventure is an OK-ish platform romp. Buy it if you want it.

NBA JAM: Make my funk the P funk!

3) It should be in the shops very shortly.
4) Bomberman 2 will be released officially by Virgin sometime around November, so you'll just have to wait. May I suggest you put it on your Christmas list?
5)Ahh, now that would be telling. But I'll let you in on a secret. We get rabid shire horses and train them to walk on their back legs. Once they have mastered this skill, we take them on a six-week crash wine-making course in France.
After they have passed the course we fly them to the Bahamas where they then have to endure a nine-month squid fishing spree.
Once they've caught enough squids, they come home, pop them into a large barrel and use their wine-making experience (crushing grapes) to produce 100% pure black squid ink and that's how we get all that ink. Satisfied?
6) Are you stupid? Well, giving you the benefit of the doubt, I'll run through it with you. Choose which hidden character you'd like to be and jot down his password. When the game asks you if you'd like to enter your initials, say yes. Enter the first two initials of your password but only highlight the last letter. Depending on which character you've chosen, press L, R and either X or A. You should now have the player of your choice on any team you like. Have you got all that? Good.
In reply to your pathetic begging for 'spare carts'... forget it! Quite a lot of people presume that we at Super Action are surrounded by massive piles if games and hardware – well we aren't! Most of our games come from either our very own special import chappie at Dream Machines 2 or from the actual software house who produce the game. Once we've played it, previewed it, reviewed it and done all we can on it, it gets returned to its original owner. We do have several carts in the office that kind software houses let us keep, but they are ours and we don't really like giving them away because we never know when we might need them again for a feature or whatever. Do you understand? I do have the occasional cart lying around which I can give away, so that's why I do the compos on my letters page.
I suggest you enter the compos mate, it's the best chance you've got of getting a free game out of me sunshine.

So, that's it for now. No more annoying queries and giddy gaming questions for a few weeks. Ahhh, praise the lord! Same time next month? I'll be here, keep it locked.

Guy C.

*Similarities to any person living or dead are purely coincidental.

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UP THE GUYVER

How do you fancy getting your hands on some serious Manga merchandise? You do? Oh joy! There are five exclusive Manga baseball caps in stunning black with a gorgeous embroidered Manga logo on the front up for grabs and five copies of The Guyver Data 3 too! But those prizes are for the runners up, the main prize is one of these limited edition Guyver models (only 40 in existence). If you want to win one of these fabby mantlepiece adorners, simply answer the questions below and send in your entry quicksmart. Good luck Guyver geeks!

Q1) Spot the odd one out:

a) Akira
b) The Guyver
c) Magic Roundabout

Q2) Complete the following Manga video title: Legend Of The .....?

a) Overfiend
b) Radioactive ninja Trolls
c) Black belt gamma ray hamsters

Q3) Complete the following Manga video title: The Wind Of ....?

a) Amnesia
b) Change
c) The West

CLOSING DATE
25 JULY

My answers are:

1).....
2).....
3).....

NAME.....
ADDRESS.....
.....
.....
POST CODE.....
TEL.....

Send your entries to:

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SUPER ACTION
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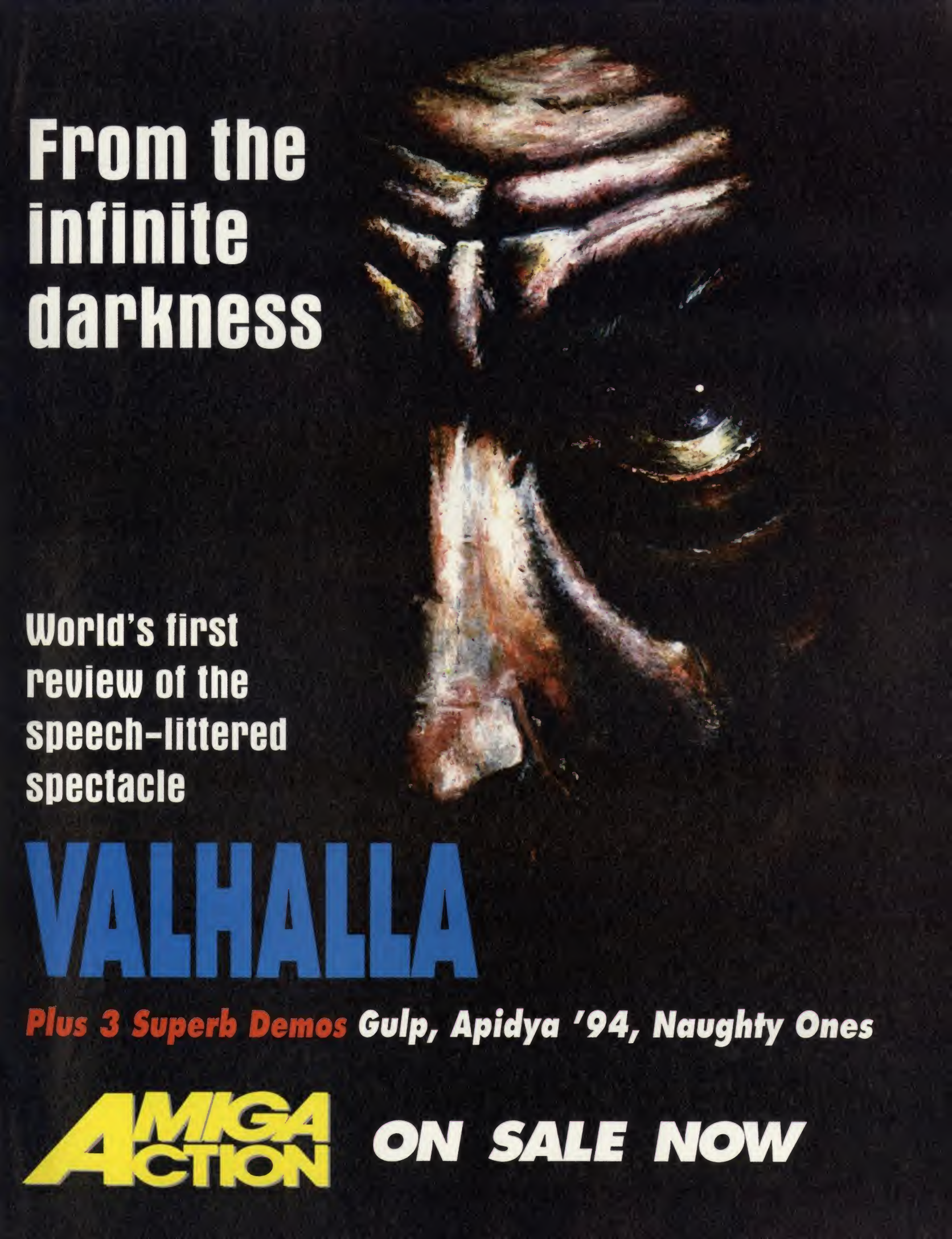
L65 3EA

❑ I DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES

All employees of Europress and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into. .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Dr Barry Diablo's CHEATS

The Game Genie codes have been a little sparse in Super Action of late so we thought that we might indulge you with two whole pages of the finest Genie codes available for the SNES. Careful you don't get too over excited or you'll probably make a mistake and type the code incorrectly or something

GAME GENIE

ALFRED THE CHICKEN

Try out these bootiful codes for this chicken-related platform game and see if they can place you further up the AC pecking order (boom, boom! – geddit?)

1. DB611D09 – More lives allowed on option screen
2. DB611F69 – More continues allowed on option screen
3. C2B23FD5 – Infinite lives
4. 5ECF47A5 – Slow down timer
5. FECF47A5 – Speed up timer
6. DOCA3F64 – Faster chicken
7. D9CA34D4 – Super jumping chicken
8. DD6A37D8 – Hover chicken (hold down 'b' button)
9. D1CD4FD7 – Faster falling

FLASHBACK

Conrad Hart's in a spot of bother. He's thousands of light years away from home on a planet that's inhabited by extremely dangerous alien creatures. This is hardly conducive to a relaxed state of mind. So why not try these out to make his escape a little easier.

1. 3C1FEDAC – Never lose shields when shot
2. 8511ED6C – Most falls do not kill
3. 77D45F78 – Start with 50 shields
4. 19D45F78 – Start with 100 sheilds
5. ECFO5F7B – Start with 100 credits
6. D4FO5DEB – Start with 512 credits
7. DOFO5DEB – Start with 1024 credits

MR NUTZ

These codes should help you crack this tough little mother. If they don't then we suggest a 20lb lump hammer!

1. 3CCB1D06 – Infinite energy
2. DD234DDO – Infinite lives
3. DDB544O8 – Infinite shells
4. 8DC61575 – Start with 7 lives
5. CEC61575 – Start with 18 lives
6. C287CFAO – Energy pod gives loads of energy
7. D4B44466 – Super jump
8. DFB44466 – Mega jump

NBA JAM

1. D8E7C448 – Players have Super Dunk ability
2. D6E1C438 – Players have infinite turbos
3. D6E9CD18 – Players are always on fire
4. D8EDC418 – Players have Super intercept ability.
5. D6E5C718 – "Juice" mode
6. D6E4CDC8 – Display shot percentage meter
7. 6FE53B2A – Turbo bar restores extremely fast
8. 69CC0F6F + 60CC0F0F – Visitors basket worth 8
9. 69C6A7AF + 60C6A76F – Home basket worth 8

CYBERNATOR

1. DBB117AF – Start with 10 credits
2. C2344FDD – Infinite credits
3. 62BF176F – Start with lasers and napalm bomb
4. 62BF17DF – Start with homing missiles
5. F7BD176F – See end sequence

SUPER EMPIRE STRIKES BACK

Having trouble with this excellent game? Well wack in your genie and try these for size. There should be at least one in this comprehensive list that is of some interest or use to you.

1. C238C7OF – Infinite lives
2. 483F376F – Almost invincible
3. C2294DD1 – Infinite continues
4. C238CD6F – Keep gun power-ups even after death
5. 6DE947AF – Infinite thermal detonators
6. 6D2347F9 – Start with all force abilities
7. C22914F9 – No force loss for elevation and freeze
8. DDCC1DDA – No force loss for sabre control
9. C22FC7F9 – No force loss for mind control, slow, deflect and invisible
10. FO21C465 – Continue with 21 lives (easy)
11. 7421C465 – Continue with 51 lives (easy)
12. DC8D3DO4 – Big hearts heal completely
13. F021C7D5 – Start with 21 lives (brave)
14. 1721C7D5 – Start with 100 lives (brave)
15. F021C765 – Start with 21 lives (jedi)
16. 1721C765 – Start with 100 lives (jedi)
17. OO25CD65 – Start with maximum health (easy, brave)
18. OO2OCF2F – Tauntaun starts with 2x usual energy
19. D7813DD4 – Shield power up lasts much longer
20. DE813DD4 – Shield power-up

# of DOOM

lasts much longer
21. FD8437A4 – Health sword power up lasts 4 x longer
22. EE8B3764 – Force orbs fill force bar completely
23. DA2BC465 – Small hearts heal 4 x as much (easy)
24. OO2BC465 – Small hearts heal completely (easy)
25. OO2BC765 – Small hearts heal completely (brave, jedi)

MADDEN NFL 94 (US VERSION)

Beat even the best teams using these cheats that allow you to score more points than you really should. Ooo you are naughty!

1. DBAA5DOF – Touchdowns are worth nine points
2. D5AEEDOF – Extra points are worth seven points
3. D5AEEDOF – Always get 1st down

T.M.N.T TOURNAMENT FIGHTERS

1. DCCA17A5 – Leonardo is replaced by Rat King
2. D8CA17A5 – Leonardo is replaced by Karai
3. D6B5CDAO – Start with seven continues
4. 82A84DD4 – Infinite continues
5. DFCA44A3 – Ultimate attack at any time
6. DDC11DO3 – Energy bar doesn't go down over time

TOP GEAR 2

1. DC2O14AD + CEA13D67 – Start with 10 nitros
2. C267CD67 – Infinite nitros (player one)
3. C2C2C46F – Infinite nitros (player two)
4. C9BD1F64 – Fuel never runs out
5. C2C1455E + C2C4417E – Everything is free
6. D167C707 – Nitro boost lasts longer (player one)
7. D1C3CFOF – Nitro boost lasts longer (player two)

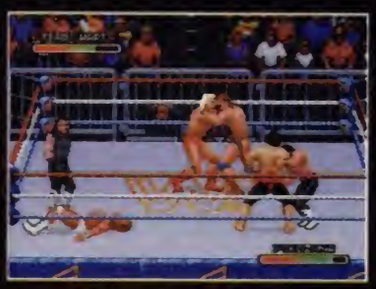
LAGOON

1. D62D6D6C – Start with gold at 2,148
2. 4D2D6D6C – Start with gold at 8,292
3. 912D6D6C – Start with gold at 22,116
4. D422040C – Level 2, MP: 8/8, HP: 17/17, EXP: 0/40
5. D722040C – Level 3, MP: 10/10, HP: 23/23, EXP: 0/90
6. D022040C – Level 4, MP: 12/12, HP: 28/28, EXP: 0/170
7. D922040C – Level 5, MP: 19/19, HP: 36/36, EXP: 0/280
8. 10B5D7A9 + 3CB6DDD9 – 100 gold pieces for each creature killed
9. A6B5D7A9 + 3CB6DDD9 – 200 gold pieces for each creature killed

WWF ROYAL RUMBLE

Are you ready to rumble? Well if you're feeling a little nervous then entering these codes could make the proceedings a whole lot easier (and more fun). It may be worth noting that for the following codes (1-10) you can substitute the first two letters with 'DD' to do no damage, 'F2' to do mega damage and 'OD' to do maximum damage:

1. D6AO4F6D – Punches and kicks do more damage
2. DC68C4D0 – Knee drop does more damage
3. DE68C460 – Splash does more damage
4. F46147D9 – Hip-toss does more damage
5. F4E2376D – clothes line does more damage
6. FD6144D9 – Bodyslam does more damage
7. F06544D9 – Atomic drop does more damage
8. F06544D9 – Backbreaker does more damage
9. D6654D69 – Eye gouge does more damage
10. D6654FD9 – Choking does more damage
11. DF6DCDD4 – Pin is only 1 count
12. D46DCDD4 – Pin is 2 counts
13. D965CDD4 – Pin is 5 count
14. D56DCDD4 – Pin is 7 counts
15. DC6DCDD4 – Pin is 10 counts



RANMA 1/2 (US VERSION)

Pandas, hermaphrodite children, and six foot lollipops up your sleeves! Sounds strange and it is. Here are a cup-a-la codes for Ranma ravers everywhere:

1. D7B40DA9 + EABF04D9 – Ranma moves faster
2. 1DB1D4D9 – Ranma's Dragon blast kills with one hit
3. E48C6DD5 – Genma's charging attack is faster

B.O.B

1. 3C37A7D4 – Infinite weapons (not flame)
2. DDC0C770 – Maximum weapons on pick-up
3. 4A6E0F0D – Infinite lives
4. F0A61FE9 – Start with 20 Flame
5. F0A61D59 – Start with 20 3-way
6. F0AB1DE9 – Start with 20 Bolt
7. F0A61759 – Start with 20 Rocket

MEGA MAN X

1. C2B93404 – Infinite lives
2. C9B34769 – Infinite weapons once you have collected them
3. D58A1FBC – Jump higher

ALIEN 3

1. DD6D1700 – Maximum rejuvination from medical kit
2. 4D3644D1 – More rifle clips
3. FD3B4F01 – More grenade clips
4. CD2A44A4 – More ammo in rifle clips
5. F0233D64 – More ammuntion in grenade clips
6. 3C2844D4 – Infinite ammo for pulse rifles
7. 3C233D64 – Infinite ammo for grenade launchers
8. 3C253704 – Infinte ammo for flamethrower
9. D4641D460 – Take less damage

TINY TOONS

1. BB6F14DF – Start with 99 lives
2. 3CE9448A – Infinite health
3. DB6D47D0 – Start with nine continues on normal level
4. DB6D4700 – Start with nine continues on challenge level
5. 7036C001 – Passwords work on absolutely any difficulty level

GODS

1. 1DE731E8 – Sheilds last until end of level
2. C269C1EB – Infinite lives
3. A28435EC – Items you can afford are free
4. DF3C4073 – Start with only two lives
5. D93C4073 – Start with six lives
6. DB3C4073 – Start with 10 lives

Gasp! Well I think that will have to do yers for now. We'll make every effort to keep you up to date with Game Genie codes in the future. Turn the page for more hints and tips on the most popular games on the SNES with a few Action Replay codes thrown in for good measure >>>>>>>>>>>>>>>>>

Dr Barry Diablo's CHEATS

We've dragged him from the pits of hell and now the amazing Dr Barry Diablo brings another comprehensive collection of hints, suggestions and total fabrications of the truth for you to agonise over. Just how do these brilliant cheats and tips work Doc Diablo? Well, I don't know mortals, but they do!

RANMA 1/2

What do you get if your father is a huge panda and you change sex whenever you touch water? Arrested? No! It's Ranma 1/2, that crazy, crazy beat 'em-up game.

1. Whilst on the title screen, hold down the top left and right buttons and an extra menu should appear allowing you to fight the bonus round characters without being in the bonus round. Allegedly!

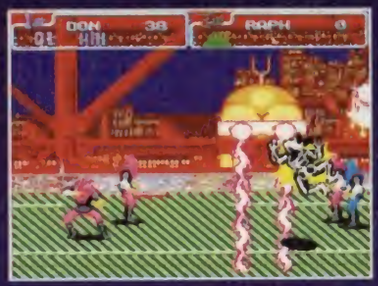
2. Select two-player versus mode and then pick the characters you want to play. When the screen appears which allows you to select the venue for the battle, hold down X, A and TOP RIGHT until a screen appears which allows you to not only change your characters and the fighting arena but also adjust attack, defence and jump rates of the different characters. Zoweee!

If you go to the two-player mode then Rat king and Karai should then be available for you to select as your character.

2. To get 10 credits, at the title screen press the following letters on joypad 2: B, B, B, A, A, A, X, X, X, X, X, X. Go to the options screen and you should now see that you have gained the extended number of credits.

3. It is also possible to access an extra power gauge in the story battle. Again using Joypad 2, enter the following at the title screen: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. This gives you a green bar that indicates when you can use your special move (like in the tournament mode).

4. By entering the following on the second controller at the title screen you can play two normally inaccessible stages (Metro train stage and Studio 6 stage): Top Left, Top Right, Top Left, Top Right, Top Left, Top Right, A.



T.M.N.T TOURNAMENT FIGHTERS (US)

1. To play as the bosses in the two-player versus mode, first enter the code for hi-speed on the title screen. Grab controller two and press the following - Up, Up, Down, Down, Left, Right, Left, Right, B, A.

A voice will confirm that this has been entered correctly and on the options screen you will see that you have an extra hi-speed of 3. Then enter the following code (again on controller two): X, Up, Y, Left, B, Down, A, Right, X, Up. Another voice should indicate the code has been correctly entered.

ACTRAISER 2

By entering the following password you can get yourself 38 lives and start at the beginning of the last level where you must defeat all the bosses:
MFMJ TVSY FVPX

CHAOS ENGINE

Baron Fortesque needs a proper kicking for creating that dastardly Chaos Engine thingy. So to help you on your way, here are a few codes that should make the whole thing a little easier:

1) For one player only
a) World 2: WFGDPWV7WLZ1
THUG – Lives:17, Skill: 10, Cash: 10824
GENTLEMAN – LIves: 23, Skill: 10, Cash: 59462
b) World 3: 8QSGPWDT3G1F
PREACHER – Lives: 27, Skill: 10, Cash: 48794
BRIGAND – Lives: 17, Skill: 10, Cash: 35052
c) World 4: 416FPRK7QY6N
BRIGAND – Lives: 14, Skill: 10, Cash: 37490
THUG – Lives: 22, Skill: 10, Cash: 13246

2) For two player
a) World 2: VS6#P0HPPNX#
PREACHER – Lives: 14, Skill: 10, Cash: 34748
GENTLEMAN – Lives: 10, Skill: 10, Cash: 63956
b) World 3: Q#RNLVCQTH0M
GENTLEMAN – Lives: 24, Skill: 10, Cash: 42612
BRIGAND – LIves: 31, Skill: 7, Cash: 32824
c) World 4: LR87L4QSCP#T
THUG – Lives: 8, Skill: 10, Cash: 52968
PREACHER – Lives: 9, Skill: 6, Cash: 62132

WOLFENSTEIN 3D

As soon as you turn on the game, press and hold the top right button on controller two. Keep holding it down until the title screen appears and then let go of it. Then take controller one and start the game in 'normal' mode. In the actual game, press the start button to get the map screen then enter one or all of the following codes (on controller one):

1. Free ammo and weapons – Top right, Up, B, A
2. Invincible mode – B, Up, B, A
3. Entire map of level – A, A, Up, B
4. Exit any particular level – Up, B, Top Right, B

SKYBLAZER

A short distance into the game you'll see a 1-up on the left hand side of the screen. If you collect this and move on to the next screen it is possible to double back on your self and go to collect the 1-up again. This can be repeated up to 99 times. That's if you can be bothered I suppose.

SUPER PUTTY

To get an unlimited amount of lives simply start the game at any stage and then press Start to pause it. Using joypad 1 press Top Right, A, Top Left, Top Left, Y. The whole screen will move to confirm that you now have unlimited lives.

# of DOOM

ALFRED CHICKEN

Secret warp room:
On the first level find the helium-filled balloon with a sunflower on it. Jump past the balloon and hit the opposite wall. If you have done this correctly, a ledge appears. Jump on this ledge and head towards the top left of the screen. Once you can go no further (Alfred will have disappeared), press up on the controller and you'll find yourself in another room with a door in it. Passing through this door will take you to the Warp-matic machine, which will allow you to warp to levels 2,3,4, or 5.

TURN & BURN: NO FLY ZONE

Thanks to James Fleetwood from Bristol for the mission codes for this fairly average flight simulator.

Mission 2: GZWBFPT
Mission 3: RRHCZJVM
Mission 4: BPYXDLNF
Mission 5: PDTBCZNJ
Mission 6: DKVWGSQK
Mission 7: GKQZBLCT
Mission 8: DCMHRPFJ
Mission 9: WZGNJYZX
Mission 10: JDZFMLFV
Mission 11: SPBCTRRG
Mission 12: SPWVJKDH
Mission 13: LPKQBPFZ
Mission 14: TDLJGSHX

TOTAL CARNAGE

To get a selection of secret voices, play the game until you get on the high score table in position number five. Once you get there, put in the word "YAWDIM". If you move right you should get a screen which allows you to hear a series of secret voices by pressing Y, B, X or A. Special thanks to Ros Austin of Surrey for that nigh on useless little tip!

JURASSIC PARK

Here's a little tip that should help you to get plenty of ammo in the 3D sections of Jurasic Park. If you have a diminishing supply of your favourite weapon then drop it in favour of some other weapon nearby, say for example the grenades. If you use all of these grenades up and return to where you dropped your fave weapon you should find that when you pick it up you have a full supply once more.

ALIEN VS PREDATOR

Here's a stage select cheat that will let you, well, er...select stages! At the title screen press select and go to configuration. Now press start . When you arrive at the option menu then then quickly grab joypad 2 and hold down X, A, Top Left and Top Right together. Whilst still holding them down press start (with your nose or toes or whatever else is available) and the stage select menu should appear right before your eyes. Hopefully!

Pro Action Replay

Just a couple this month, as we thought we would dedicate more time to the Game Genie this issue. Never mind – we will have plenty of Action Replay codes next month.

LEGEND OF ZELDA

1. 7EF36D50 – Unlimited energy
2. 7EF36E80 – Unlimited magical energy
3. 7EF37746 – 70 arrows
4. 7EF34332 – 50 bombs

KRUSTY'S FUN HOUSE

1. 7E11A303 – Unlimited Lives
2. 7E032C0A – Unlimited pies/balls
3. 7E11A463 – Invincibility

Before I go I'd just like to say that we are always on the look out for tips and cheats. If you have any why not send them in. We will undoutedly print them and may offer a prize for the very best ones. C-ya.

DIAL-A-TIP

HINTS N TIPS N CHEATS N POKES

CHEATS GALORE

0891 445 937

(LAST WEEK'S MESSAGE - 0891 101 235)

NINTENDO CHEATLINE.....0891 445 769
CONSOLE GAME TIPS.....0891 445 772
GAMEBOY & GAMEGEAR CHEATLINE.....0891 445 771
STREET FIGHTER 2.....0891 445 940
DESERT/JUNGLE STRIKE.....0891 445 957
MORTAL KOMBAT.....0891 445 987
SUPER MARIO WORLD.....0891 445 924

IF YOU'RE HAVING PROBLEMS WITH A GAME, WHY NOT CALL OUR QUESTIONS AND ANSWERS SERVICE TO SEE IF WE CAN HELP

0891 445 768

ALL CHEATLINES ARE UPDATED EVERY WEEK

GUIDING LIGHT COMPUTER SERVICES LTD
PO BOX 17, ASHTON-UNDER-LYNE. OL6 OWW.
IF YOU'RE UNDER 18 PLEASE ASK PERMISSION BEFORE YOU CALL. MAXIMUM CALL CHARGE £3.68
CALLS COST 39p PER MINUTE CHEAP RATE AND 49p PER MINUTE ALL OTHER TIMES.

MANGA P

PREVIEWS

FROM THE LAND OF THE RISING SUN

Previews of three new vids from the Manga world of weirdness. There's the latest in the Guyver series and a couple of brand new offerings. And one of 'em stars real actors for a change!

THE GUYVER

Data 3: Mysterious Shadow

After the success of Datas 1 and 2, Data 3 heads to a shop near you on June 13th.

As a bonus to the punter, each release contains an episode of Hellcat, a comic strip series created by renowned comic artists Tony Luke and Alan Grant (2000AD's inventor of Judge Dredd).

The Guyver is the ultimate offensive weapon – a mysterious mecha of alien design. When activated, it interfaces with humans, thus transforming them into immensely powerful scrappers.

Commander Gyou arrives from Chronos' HQ to lead the recovery of the Guyver units. Meanwhile, Chronos Japan creates the Hyper zoanoid 'Zerbubus' in a desperate attempt to terminate the Guyver.

To set the bait, the lover of the the Guyver Sho is kidnapped and Sho must, once more, become the Guyver and face the awesome challenge of Zerbubus and the strange shadow, Guyver III.

Created by Yoshiki Takaya, The Guyver kicked off in 1985 in the first issue of Shonen Captain and subsequently became a highly successful Manga series which is still rolling off the press nearly 10 years on. The Guyver has also been made into a live action film starring Mark Hamill (of Star Wars fame - he played Luke Skywalker).

Certificate PG

MONSTER CITY

From the same creator as Manga's highly acclaimed film, Wicked City, comes Monster City, a monstrous movie of demonic proportions. Monster City is released by Manga Video on June 13.

A decade ago, Tokyo's centre was destroyed by the violent tremors of an unexpected earthquake known as The Devil Shake.

While scientists puzzled over that and many other unnatural phenomena, Japan was restored to power by the revered President Yuma, hailed as a modern-day messiah.

However, together with the wise Master Rai, the President realises that these disasters are caused by the unnatural energies of the spirit world – demons capable of harnessing the powers of darkness.

With this knowledge, the President is seen as a threat to the fiends who are preparing for the Day Of Resurrection when the Demon World will re-open and engulf all civilisation.

His kidnapping alerts Master Rai to the close proximity of that feared day and he must now find the one mortal capable of preventing it.

Kyoya Izayoi, however, is scornful of Rai's claims and a reluctant hero. So somehow, he must be convinced of the extreme gravity of the situation.

Be prepared for a mutant thug, diabolic monster and consuming human greed fest.

Certificate 18

LIFE ON A STRING

This curious tale is set in the spectacularly stark landscape of Northern China and uses music to heart-stopping effect.

Director Chen Kaige, of Farewell My Concubine fame, has created a moving and thought-provoking parable for his troubled times and struggle-torn country.

Life On A String attempts to explain the eternal conflicts between age and youth, discipline and freedom, learning and rebellion, love and duty.

Two blind musicians travel the country, playing to the people. One is an old master who believes his sight will be restored when he breaks the thousandth string on his instrument, the sianxian. The other is his unruly, independent young disciple distracted from musical devotion and loyalty to his master by the temptation of young love.

The couple get entangled in local conflicts, made worse by the young man's love affair with a local girl. It's only the master's ethereal playing that prevents a bloody battle. But tragedy still awaits them, with its harsh lessons for the young musician.

This will be released at the same time as the two other movies detailed above.

A further two movies starring a human cast, Rouge and Circus Boys will also hit the streets on June 13 – expect full reviews and ratings next month.

Certificate 15

MEGAMUNGOUS!

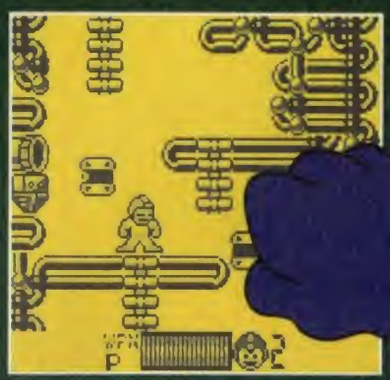
WIN A GAME BOY AND MEGAMAN III

Nintendo aren't worth billions for nothing. They're quite bright and here's one example of their cleverness.

There isn't a lot of point in a SNES mag giving away a SNES and a SNES game to a SNES owner when most of you already have one. So the Nintendo Hotline, in their wisdom, are cunningly offering a free Game Boy and Game Boy cart as prizes in this special Mega Man tie-in.

Readers of sister mag GB Action will be pleased to know that a similar competition will appear soon with a SNES and Mega Man X as the prizes.

To enter this rather unique competition, all you have to do is answer three simple questions correctly. As the prizes are Game Boy-related, so are the questions. Entries to be in by August 15. Thanks for supplying the prizes Nintendo, what a fine bunch of people you are.



Above: The popular Mega Man series on the Game Boy has sold thousands

Above: Mega Man as he looks on the SNES in Mega Man X

Questions:

1 How many buttons are there on a Game Boy?
a) Four
b) Six
c) Two

2 What style of graphics are seen on the Game Boy?
a) Dot matrix
b) Ethel matrix
c) Lil matrix

3 Complete the following Game Boy cart title. Legend Of Zelda –
a) Ronny's Awakening
b) Johnny's Awakening
c) Link's Awakening

CLOSING DATE
15 AUGUST

Send your entries to:

UP THE GUYVER COMPO
SUPER ACTION
EUROPRESS DIRECT
PO BOX 2
SOUTH WIRRAL
L65 3EA

My answers are:
1).....
2).....
3).....
NAME.....
ADDRESS.....
.....
.....
POST CODE.....
TEL.....

❑ *I DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES*

All employees of Europress and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into. .

Nintendo®

CHALLENGER

Below: An impressive-looking set up isn't it? Don't be overawed by the sheer massiveness of the whole thing when it arrives at a town somewhere near you

You may have noticed a few mentions of the Nintendo Challenger over the last couple of months. Here's the latest update of what it's all about. ***ALEX***

The Nintendo Challenger is an action-packed games roadshow blasting its way to a destination near you this Summer. Nintendo's 21 ton juggernaut carries a massive multi-format game line up. Gamesplayers can have a dabble on the very latest SNES, Game Boy and NES titles with loads of spot prizes up for grabs.

With an 8x5 metre stage, the Challenger (a custom-built vehicle based on the Renault Magnum AE truck) can fit 50 gamesplayers at any one time. The trailer houses an interactive unit with 18 built-in monitors. All comers will experience a cacophony of sound and light from powerful amplifiers, laser scanners and a smoke machine.

Metro, the UK's Nintendo Champion, will be there to take on any challengers, sign autographs and give out hints and tips. An insider told Super Action that he's only any good at SF II and SF II Turbo, so if you go, challenge him at something else! There'll also be the chance for fans to try out Stunt Race FX and the Super Game Boy.

Permanently on board the Challenger are the manager, the presenter, two staff and the driver. The Challenger will be stopping at gigs and shows all over Britain and there'll be celebrities popping in along the way including the cast of Byker Grove, the Gladiators and professional footballers.

Even if you're not into playing Nintendo games in public, it's a top free day out. Some of the dates coincide with the Adidas Streetball Challenge. What's the Adidas Streetball Challenge? I'll tell you...

It's fun, it's exciting and it's the latest craze from the States. You can play it in the UK thanks to Adidas, Nintendo and MTV. A sport that has taken Europe and the US by storm, Streetball is a three-a-side outdoor basketball extravaganza with something for everyone. There are categories for boys and girls, different ages, different abilities, disabled players and family players.

There's only one basket on court and the first team to score 16 points wins. The overall winning side will represent Britain in the European Streetball Finals in Berlin.

Challenger Dates

June
21 Cheshire Show Knutsford
22 Cheshire Show Knutsford
23 Royal Highland Show Edinburgh
24 Royal Highland Show Edinburgh
25 Royal Highland Show Edinburgh
26 Royal Highland Show Edinburgh
29 Royal Norfolk Show Norwich
30 Royal Norfolk Show Norwich

July
2 Adidas Streetball Coventry
3 Adidas Streetball Coventry
4 Royal Agricultural Show Kenilworth
5 Royal Agricultural Show Kenilworth
6 Royal Agricultural Show Kenilworth
7 Royal Agricultural Show Kenilworth
8 Norwich Show Norwich
9 Norwich Show Norwich
10 Norwich Show Norwich
16 Birmingham Show Birmingham
17 Birmingham Show Birmingham
23 Adidas Streetball London
24 Birmingham Show Birmingham
26 New Forest Show Brockenhurst
27 New Forest Show Brockenhurst
28 New Forest Show Brockenhurst
30 International Air Tattoo Fairford
31 International Air Tattoo Fairford

For further details, telephone the Nintendo Hotline on 0703 652222. The regular Nintendo Hotline feature has been held back a month due to lack of space. A special extended feature will appear in the next issue.

(0703) 652222 (0703) 652222 (0703) 65

Nintendo®

GAMES INDEX

THE ULTIMATE GUIDE TO GAMES BUYING

There are so many SNES games around that the Index is evolving into a 'best of' list. When new games are released and score 85% or more they go straight in. Games scoring less come out. Look out for the Yellow flash – it's Super Action's seal of approval.

GALLUP OFFICIAL UK CHART

NON MOVER ▲ UP ▼ DOWN ★ NEW ENTRY

▲ 1) ROCK N ROLL RACING
Ocean

▲ 2) CLAYFIGHTER
Ocean

▼ 3) NBA JAM
Acclaim

▲ 4) STARWING
Nintendo

▼ 5) SENSIBLE SOCCER
Sony

▼ 6) SIM CITY
Nintendo

▲ 7) RYAN GIGGS SOCCER
Acclaim

▲ 8) WORLD CUP STRIKER
Elite

▲ 9) KEVIN KEEGAN
Anco

▼ 10) SUPER MARIO KART
Nintendo

BEAT 'EM UPS

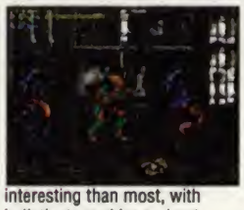
LOOKING FOR FAST, FURIOUS AND VIOLENT ACTION? IT'S HERE.

ALIEN VS PREDATOR

Activision

Jap import 59%

Oh dear. A top licence gets the banal treatment as yet another Final Fight rip off insults your Super Nintendo. This one is less



interesting than most, with indistinct graphics and not much else to recommend it. Avoid it at all costs.

BATMAN RETURNS

Konami

Jap import 91%

Fight and schwing with Catwoman, rescue the Ice Princess from the evil Penguin and battle against his hordes of destructive and twisted clowns.

This film licence is one of the most playable that we've had in the office. The music is taken from the film and it looks gorgeous. You'll play this one until your finger drop off.

BEST OF THE BEST CHAMPIONSHIP KARATE

Electro Brain

US import 89%

Classic kick boxing action with loads of environmental options and the essential training screens. A fantastic amount of kicks and punches to inflict upon your best mate with gut wrenching sound effects. Good, but the sprites are a bit small.

DOOMSDAY WARRIOR

Renovation Products

US Import 81%

The characters are sufficiently different from each other in looks and in movement to warrant praise. Along with this the soundtrack is full of Eastern promise and there is a two player option to enhance the game.

It's not another StreetFighter 2, but it's not all that bad.

FATAL FURY

Takara

Jap import 75%

Street Fighter clone with chunky graphics and great sound. Less button commands than its big brother so there are fewer special moves. Less characters to choose from and those selectable lack the background and animation of Street Fighter.

FINAL FIGHT

Capcom

Official 88%

Simplistic action is more than made up for by spectacular graphics. Although it lacks long lasting challenge, it's a game you'll often return to. One strange thing is that Guy, the third character in the arcade game, is mysteriously missing.

FINAL FIGHT 2

Capcom

Official 72%

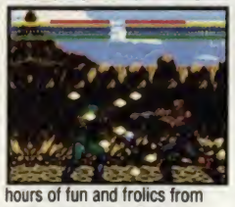
Not the most original beat 'em up on the market, but definately one of the best looking ones. Basically it's too easy and really is not worthy of your hard earned cash.

FIST OF NORTH STAR

Toei Animation Co.

Jap import 70%

Although this game seems shallow and poor, you'll soon get iinto the swing of things. Like all two player games, you can glean



hours of fun and frolics from beating up a mate. Sad and pathetic in one player mode.

CLAYFIGHTER

Ocean

Official 82%

Realistically, this isn't going to give SF 2 a serious run for its money – there's not enough playability for that. But it still offers something new and fairy original to those tired of endless SF 2 clones. Some of the moves will have you rolling around.

KING OF THE MONSTERS

Takara

Jap Import 80%

Some hugely enjoyable monster fun as you take control of some very dodgy looking characters. Graphically, this is nothing to write home about and its lasting appeal for a single player is questionable. Two player games though, are massively addictive and great fun. A worthy purchase and a fantastic laugh. Godzilla meets Streetfighter!

LAST FIGHTER

Banpresto

Jap import 70%

Weird Japanese cartoon characters in Super Deformed mode (this is where they make cartoon figures small and cute to appeal to younger kids). It looks wonderful, nice sprites and often gorgeous backgrounds. Sadly though, there are too few moves and it's far too easy. Quite fun in two player mode though, but best suited to young kids.

MORTAL KOMBAT

Acclaim

Official 90%

Does not quite claim the SF2 crown, but is still a dream to play. The digitised graphics are top notch, with loads of new and exciting characters to suss out and play to the death. Better than most on the market, but the novelty soon wears off.

RANMA ½

Masaya

Jap import 89%

A rather brilliant Streetfighter inspired beat 'em up based on Japanese cartoon characters. The wide variety of characters and moves available are backed up by fluid gameplay and sparkling graphics. Sound effects are striking and humorous and the whole thing is incredibly slick. A definite consideration for those of you who have grown tired of big daddy Streetfighter 2.

RANMA 2½

Masaya

Jap import 84%

This game is a brilliant follow up to the original, but not sufficiently different to rate as highly. The graphics are crisp and sweet and cool. Kung Fu fun!

RIVAL TURF

Jaleco

Official 81%

A cross between Double Dragon and Final Fight. Visually very similar to Final Fight but with small characters and two player gameplay. There are loads of features including a limited, but fun one on one mode and some nice use of mode seven.

SONIC BLASTMAN

Taito

Jap import 89%

Not a conversion of the arcade game, but a brilliant use of the characters nonetheless. Looking very much like Final Fight but with slightly better graphics and hilarious special effects.

STREETFIGHTER 2

Capcom

Official 95%

Possibly the best SNES title today. Unmatchable gameplay combined with arcade perfect graphics and sound. This is a

true classic and an amazing demonstration of what the Super Nintendo is capable of. You must have this, it's just as simple as that.

STREETFIGHTER 2 TURBO

Capcom

Official 95%

Totally addictive head bashing fun. Quicker, slicker and even more gorgeous than the original. The only sure way to get an arcade quality beat 'em up in your very own bedroom. If you have the first version, trade it in and buy this one.

SUPER DOUBLE DRAGON

Technos

US import 83%

Unexpectedly brilliant scrolling beat 'em up with rather nice graphics and a lot of sparkle. The addition of blocking and throwing moves adds a huge amount of variety to this title. The music and sound effects are very smart and it's all very polished. Questionable lastability for a single player, but the best game of its kind for two fighters.

TKO BOXING

Sofel

US import 70%

A reasonable boxing game. The graphics, while slick and fluid, do little to convey the atmosphere of real boxing. There are some nice samples and lots of guitar, it plays well but gets

repetitive quickly. Saving grace is the training option – on winning you can pump some iron and increase everything about your various attributes.

TURTLES IN TIME

Konami

Official 85%

This gives the Turtles a new breath of life. Beautiful looks and wonderful sounds as you guide the Turtles through a world filled with terror. Travel backwards and forwards in time as you try to rescue April O'Neill. Look out for the F-Zero style level where you mount a turtle surfboard and head off along a superfast highway.

TUFF E NUFF

Jaleco

Official 85%

If there had been no SFII then this would be the benchmark for beat 'em ups. The sprites are so manic at times it's scary.

They all move around the screen with bizarre individual characteristics in front of superb scrolling backgrounds. Plenty of special moves for extended fun.

ULTRAMAN

Bandai

Official 65%

Great big rubbery sprites wobble around on unconvincing backgrounds, exactly like the Japanese TV show it's based on. One of the first games available and it shows. Still, it has a die hard following and it's good for a laugh. I'd question the merits of actually shelling out any of my dosh on it though.

WWF ROYAL RUMBLE

LJN

US Import 49%

A sure fire hit, despite its pitiful score. It is a bit of a laugh but it just isn't worth shelling out any cash for. If you really must have a wrestling game get WWF Wrestlemania, see below.

TURTLES TOURNAMENT FIGHTERS

Konami

Official 93%

An SF2 Turbo clone that isn't bobbins! Unbelieve I know but Tournament Fighters has top notch graphics, crystal clear sonics, special moves galore and excellent gameplay. A fighting game to rival the master!

DRIVING GAMES

STICK YOUR KEY IN THE IGNITION AND PUT THE PEDAL TO THE METAL.

AGURI SUZUKI FORMULA ONE

LOZC

Jap import 81%

Ooh! Ooh! This is the first split screen mode seven driving game, arriving just a tad before Super Mario Kart and to much critical acclaim. It's all nice and fast and the graphics are attractive though it doesn't have the same humour appeal as the former champion of racing games.

F-ZERO

Nintendo

Official 91%

Still regarded by many as the top SNES racer, this mode seven special is as addictive as it's attractive. Superlatives are apt for every aspect of the game. Its only failing is the lack of a two player option. This is the benchmark for racing games – if you haven't got it then you can't have seen it, let alone played it. The recommendation for this game is unreserved... are you convinced yet?

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gametek

US Import 85%

One of the best 'realistic' driving simulations you could possibly get your grubby little mitts on. It's fast, smooth and it really captures some of that formula one racing excitement. Above all, World Championship is great fun to play and provides all the thrills and spills of the worlds greatest racing circuits.

F1 EXHAUST HEAT II

Seta

US Import 95%

Here it is the amazing DSP chip in all its wondrous glory. This is super fast and smooth and the perspective faultless. There's

enough gameplay to last a lifetime and enough excitement to frazzle your brain. It looks like the SNES was definately made for racing games.

KING OF THE RALLY

Meldac

Jap import 87%

The easiest way to descibe this is to say that it's like controlling a remote control car.

There are ten sections to complete and it all makes a rather nice racing change.

OUTLANDER

Mindscape

Official 83%

Racing through the desert, battling bikers and visiting radioactive towns. This is like Mad Max Rides Again. There are lots of different weapons and lots of helpless victims to shoot– it's all very playable stuff though it can be a tad repetitive.

TOP GEAR 2

Marubeni

Official 93%

Top Gear 2 leaves all its split screen racing rivals floundering in the pit lane. It has single handedly improved the standard of the SNES two player car racing genre. A massive improvement on the classy original with endless new and exciting options to keep all you budding road hogs amused for hours and hours. This game is excellent in every department. Rev it up and burn some rubber!

LAMBORGHINI

Titus

Official 83%

Contributor chap Jason loved this game. The rest of us went hmmm, it's not exactly Top Gear 2 is it? Still, if you love rear-view racing games, like the idea of betting on your races and own a SuperScope then this is well worth checking out. Let's say it's a servicable racer with a couple of added extras.

SUPER F1 HERO

Varie Corporaton

Jap import 74%

This has to fall into the average category, it is incredibly unremarkable despite being playable enough to hold your attention for an hour or two. You slip into the shoes of Satoru Nakajina, that most famous of F1 heroes, and have to go through the regular jive of fitting your car together before you race. It has a turbo feature that is worth mentioning but that's about it.

SUPER MARIO KART

Nintendo

Official 94%

You probably know the verdict for this one already. Perhaps the best driving game ever. Choose between eight of the most famous Mario characters. Split screen, 2 player, stop the traffic, rock 'n' roll action. Spectacular graphics, unbelievable

sound and some of the best gameplay ever. You have to have this, it's utterly superb and it gives you the horn.

SUPER OFF ROAD

Tradewest

US Import 84%

Iron Man Ivan Stewart is a popular off-road racer in America and completely unknown over here. The game is based on his dirt racing antics and is a mildly addictive Super Sprint variant. The graphics are simplistic and at times, rough, but the animation is nice and slick. If anything, it's a little too easy but two player racing makes up for it.

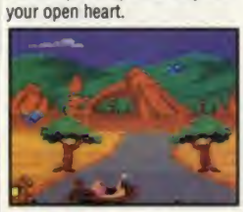
TAZ MANIA

THQ

Official 87%

If you've ever been in the half-pipe with Sonic (boo!) and Tails and enjoyed it, have a good wash and buy this.

It's as bright and colourful a game as anybody could wish for. Hairy, bird-eating and ultimately manic Taz has come to the Super NES and is ready to race, leap and spin his way into your open heart.



TOP GEAR

Gremlin

Official 93%

Back to the good old days of Out Run, only this time with split screen two player mode. The graphics don't rely on mode seven and, as a result, it looks a bit like Lotus Turbo Challenge (the game it's based on) but they are fast and fairly smooth. A solid racer with plenty of features. If it weren't for the two player mode then the mark would drop but frankly if you've got a copy of this and a copy of F-Zero then you're fully kitted up for racing games.

SHOOT'EM UPS

THIS IS A FAST REACTION AREA. STRONG NERVES ONLY NEED APPLY.

TOTAL CARNAGE

THQ

Official 80%

Not the best game ever witnessed but packed full of some of the wildest and most gruesome action you're ever going to see on the Super NES. It's similar to Super Smash TV. Neil prefers Total Carnage.

ALIEN³

Acclaim

Official 90%

An excellent film tie in that is different each time you play it. Everything oozes class – as well as slime. A quality game and a definite benchmark in this kind of category.

AXELAY

Konami

Official 91%

Axelay has the best graphics of any SNES game. Incredible parallax, amazing use of mode seven and addictive gameplay. Probably the best blaster on the SNES. A couple more levels and this would have been perfect. Brilliant shoot 'em up stuff.

LETHAL ENFORCERS

Konami

Official 87%

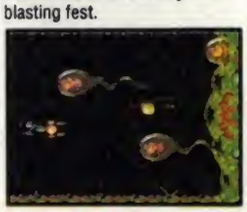
Its high price tag might put off quite a few potential punters, but if I were you I'd seriously consider this purchase. It's the best shoot 'em up you're likely to see for a while and it can be a laugh being Dirty Harry.

R-TYPE III

Official

84%

An age old gaming genre that has been imaginatively redesigned to create scrolling shoot 'em up action at its very best. Great use of mode 7 means that slowdown which has plagued so many before is now a thing of the past. Particularly atmospheric tunes and detailed backdrops only add to the excitement of this totally wild blasting fest.



COSMO GANG

Namco

Jap Import 82%

This incredibly funny shooter is based on those bash the mole games but takes the form of an advanced Galaga clone.
The graphics are very, very amusing, as is the rather hysterical Japanese sampled commentary. It might not look much, but it's one of the best shoot 'em ups we've played.

CYBERNATOR

Konami

Official 91%

Clumping around in a large suit blasting the living daylights out of aliens. This is what video games shoulb be all about.

INDEX GUIDE

If you want to know the score – check the index.

TKO BOXING

Sofel

US Import 70%

Reasonable boxing game with little to distinguish it from any other boxing game. The graphics, while slick and fluid, do little to convey the atmosphere of real boxing. There are some nice samples and lots of guitar, it plays well but gets repetitive quickly. Saving grace is the training option – on winning you can pump some iron and increase everything about your various attributes.

Game Title

Software Company

Super Action's score: This is checked regularly in case the game loses its flavour.

Game Status: Official or Import (Japanese or American)

Review: We have tried to include all the relevant information. Obviously in this internet of space it has been pared down but our views are still worth taking note of. DON'T buy a game until you've read about it here.

The price of games is no joke and we are well aware of it. If you are thinking of buying a game then check it out here first. If it gets a duff review and you are still keen, try before you buy. If it gets a good review show the people who are paying and they may part with the cash a little more easily.

FLASH

Keep an eye out for seal of quality.

F-ZERO

Nintendo

Official 91%

Still regarded by many as the top SNES racer, this mode seven special is as addictive as it's attractive.

Anywhere you see a yellow flash take note. These are games of rare and noteworthy breeding. Games that have been reviewed in Super Action and rise above the crowd. A Yellow Flash is awarded only after a game has been popular with the Super Action team for a long time. Also this may clash with the initial score. The yellow flash is the indication of a MUST BUY.

There is an incredible amount of attention to detail and it is more than complex enough to have

you playing it for quite some time to come.

DARIUS TWIN

Taito

Official 88%

A shoot 'em up that wins support for a lot of reasons, but mainly the simultaneous two player option. In single player mode, it's challenging and frenetic although the graphics are hard to see. It looks better the further you get with 2020 vision.

DESERT STRIKE

Electronic Arts

Official 92%

Put Mega Drive owners to shame with this slick and fluid version of the desert conflicts you always wanted to take part in. The helicopter is a joy to fly with plenty of missions to test out your skills. Good graphics and some great sound effects.

GRADIUS 3

Konami

Jap import 90%

The good news is that this is one of the finest blasters available on the Super Nintendo. The bad news is that Konami will probably never release it here, citing that it's "old hat". The graphics are wonderful, detailed and colourful, but some serious sprite slowdown occurs on busier screens. Check it out though, it's a real winner.

EMPIRE STRIKES BACK

JVC

Official 95%

Jay got excited about this and not surprising with super slick and super creamy graphics, dream sounds and ream gameplay. A Huge amount of levels will keep you at it for months and although the platform bits can get a tad repetitive it's still one of the games of the year.

MECH WARRIOR

Activision

Official 87%

An excellent combination of strategy and shoot 'em up. There's enough action to keep the ardent bloodfest addict happy along with stuff that trainspotters will go weak at the knees for. An enjoyable and involving game with a save game facility. Good job, because you'll need it.

CHOPLIFTER 3

Ocean

Official 89%

Top graphics, a fluid and responsive control method, plenty of targets, millions of missions and lots and lots of blood free fun. What more could you ask for? If you don't like this game you need your head testing.

PLOK

Nintendo

Official 80%

There are some imaginative ideas here, but at heart this is a run, jump and shoot platform game the likes of which we have seen on innumerable occasions before.

PARODIUS

Konami

Official 91%

Easily the cutest game ever, this classy shoot 'em up should be used as a benchmark by other programmers. There is so much to it, from the wonderful graphics to the near-perfect sound. A must have for all SNES blast

fans. You'd better bring a sick bag with you though.

PHALANX

Kemco

Jap import 84%

Much maligned blaster with quite a few nice touches. Ignored largely due to bland graphics, this has some very nice and very challenging levels. Nice weapons that add to the strategy required in this game and some nice tunes to back it up. Don't be put off by appearances – this is a gem.

POP 'N TWINBEE

Konami

Jap Import 92%

There's no blood here kids, just plenty of frantic shoot 'em up fun. You almost feel sorry for the furry pandas and happy teddy bears as they disappear under a hail of fire. Better than Parodius, and that was quite a good little cart.

STAR WING

Nintendo

Official 96%

It wasn't the best move in the world to change the name of this from Starfox to Starwing but that's its only fault. The first game to use the Super FX chip, it has scaled sprites and fluid polygons. It's a fast game that has you hooked from the start and seems to go on forever. If this is the shape of things to come then it won't be long before that little black box (the Megadrive) curls up and dies. This game excels.

STRIKE GUNNER

NT VIC

US import 85%

More vertically scrolling action as you take on the forces of an alien empire (just for a change) with the usual extra weapons and stuff. Not very inspiring, but technically adequate blaster.

SUPER ALESTE

Toho

Official 89%

At last, PC Engine Gunhed gets an airing on the Super NES and what a job! Amazing mode seven graphics that add greatly to the challenging pyrotechnic hell fire action.

SUPER PANG

Capcom

Jap import 89%

Not strictly a shooter, but you do have to blast things. Pop the bubbles until they disappear and that's about it. Sounds dull, but in reality it's one of the most addictive SNES games yet. Great graphics help and the music and sound effects are just fine. Multiple worries as each bubble you do manage to burst promptly splits into many others, leaving a small nightmare happening right there in the privacy of your own home.

SUPER R-TYPE

Irem

Official 81%

Very classy looking, highly attractive shoot 'em up. Lots of nice bits and a few interesting bad guys, but not much in the way of originality. It looks and sounds superb but the constant jerky scrolling and lots of slowdown mean that this is a heavily overated title.

SUPER SMASH TV

Acclaim

Official 90%

Fabulous conversion of the coin-op, helped massively by the fact that a Super Nintendo control pad has four buttons. Neat graphics and smart sound are totally eclipsed by the frantic, at times insane, gameplay. Spot-on and one of the closest conversions ever seen.

SUPER STAR WARS

JVC

Official 93%

It's fun, it's exciting and it's an excellent film licence. The best shootie you can buy with state of the art graphics, bags of levels and plenty of diversions. You can play as Luke running and jumping

or dive into his Landspeeder for a spin and even get under Chewbacca's skin. One of the most complete games we've had in the office with a diffculty level to tax the best gamers.

SUPER SWIV

Storm

Official 90%

Play on land as a jeep or skybound as a helicopter in this quality shooty that should hook you from the start. With great graphics and sound it's a surefire winner on the SNES.

SUPER TURRICAN

Vic Tokai

Official 88%

Loads of levels and loads of harshly coloured backdrops. There's plenty of Probotector influences, so if you're into those kind of things this just might be right up your street.

SUPER PROBOTECTOR

Konami

Official 89%

SuperProbotector was the very first review to appear in SuperAction. Graphics, sound and gameplay are all pretty brilliant as you bounce around blasting everything in sight. Miles better than ghouls and ghosts and one of the top ten essential purchases a year ago.

THE TERMINATOR

Mindscape

Official 82%

This is let down by the 'mean and moody' graphics which in reality are just dark. Not a bad little game and it does have a driving scene that changes the pace of it all. None of it steals the show though. Yawn.

TOYS

Absolute Entertainment

US import 80%

The initial thrill of the lively and well drawn toys coupled with their individual sounds and characteristics subsides after constant repetition of the same theme. Graphically, sonically and in terms of longevity it's a good product. Lack of exciting and varied gameplay prevents this cart being great.

UN SQUADRON

Capcom

Jap import 89%

Based on Japanese comics of the same name, this is a conversion of a Capcom coin-op. There are loads of differences between this and the original, but most of them are improvements. Nice graphics, excellent music and loads and loads of firepower. A fast, exciting and very difficult future shock blast.

WING COMMANDER

Mindscape

Official 81%

Over shoulder view of various battles in space with you as the only saviour of mankind. Loads of missions to be assigned to with various types of craft to pilot. Graphics and sound are too similar to the PC version to be anything astounding but the game runs fast and is quite a tricky challenge.

WINGS 2

Namco

US import 82%

WWI air time with the crates of the Royal Flying Corps. Power up your squadron to complete missions in strafing, dog fighting and bombing. Chunky graphics and deeply arousing patriotic music make this one of the best flight sims available.

STRATEGY

GET THE OLD GREY MATTER ON THE BOIL WITH A TAXING CHALLENGE.

LOST VIKINGS

Interplay

Official 89%

A SNES release that requires lateral thinking, patience and endurance. What a refreshing change! Good enough to make you burst into song. Ohhhhhhh, the graphics are beefy and bright and the sounds are uplifting alright, the gameplay is as sound as Olaf is round but the end is a wonderful sight. That's quite enough of that.

CAMELTRY

Taito

Jap/US import 86%

In the old days, we would have called this a maze game. Rotate the screen and move a small ball through the level. Challenging, original and fun,

make sure you get the vastly enhanced and much bigger US version. It has far more levels than the otherwise fabby Japanese version.

SUPER PUTTY

System 3

Official 86%

Yes, you'll be amazed at the graphics and yes, you'll have a top laugh playing it for hours, but once you've reached a certain level of difficulty you probably won't be quite so keen to continue playing. This game has everything except enough long lasting appeal.

FACEBALL 2000

Bullet Proof Software

US import 87%

Wander around a maze in pursuit of enemy smileys or your best mate. There's also a hidden game only accesible through a

wierd password combination. Simple graphics with some basic sound effects.

LEMMINGS

Sunsoft

Official 87%

A spot on conversion of the computer original and believe it or not, an improved control system. The graphics are functional rather than gorgeous, but saving the lives of hundreds of Lemmings is enormously addictive. Good music too and a top quality classy game.

YOUNG MERLIN

Virgin

Official 89%

What an absolute whopper! A truly huge game which provides a most enjoyable alternative to the Zelda series of carts, and in many ways is a whole lot more playable. Pleasing graphics, a good sound track and plenty of puzzles, challenges and variations make this a polished little game with plenty of lasting appeal.

MARIO IS MISSING

Mindscape

Official 86%

The first of a spate of 'edutainment' titles for the little ones. An excellent way to teach the toddlers some geography and quite taxing for gradutes as well. Travel the globe finding famous landmarks. Seven's and up.

TRODDLERS

Sales Curve

Official 90%

Addictive puzzler that will keep you in the house for weeks. Go and find the missing troddlers that are scattered around hundreds of different rooms. Move blocks, catch the little folk and get home in time for tea.

POPULOUS

Imagineer

Official 90%

This game moved mountains when it arrived on home computers a couple of years ago and the SNES version is excellent. Excellent music and some very interesting graphics. Lots to do, lots to see and lots to keep you going for ages.

PUSHOVER

Ocean

Official 86%

A very frustrating and addictive game involving an ant and some very special blocks. To complete each level you must knock over every block like dominoes. There are several types of block and carefull strategy is required to achieve the goal against the all important clock.

Q-BERT

NTVIC

US import 84%

Hop around with glee avoiding all manner of strange creatures in an attempt to colour tiles in an odd shaped enviroment. A strange and qwirky control method means initial frustration with the tasks. Good graphics with great backdrops and nice sound to boot. Was the arcade version really that long ago?

RAMPART

Electronic Arts

US import 90%

An original blend of puzzle and war. Construct castles to house your guns then blast the opposition out the playing area. Graphics and sound are adequate to the job. Don't expect anything spectacular, although there is a spot of Mode seven. It's very entertaining and it's enormously playable.

SIM CITY

Nintendo

Official 92%

Gorgeous, involving and utterly fabulous conversion of the classic home computer favourite. Build yourself a city, keep it going and if you get bored, knock it to the ground using an array of natural (and supernatural) disasters. The graphics and sounds are just about up to the job, but this deserves its score on its enthralling and excellent gameplay alone.

SPINDIZZY WORLDS

Activision

Official 87%

As old as the hills this game but it doesn't suffer because of it. Guide a glittering spinning top around mazes of trapdoors, short cuts, lifts and all manner of awkward obstructions.

SUPER BOMBERMAN

Hudson Soft

Official 95%

One of the best SNES games available. Bound around the arena blowing up all of your hot headed mates without a care in the world. Excellent.

WORDTRIS

Spectrum Holobyte

US import 87%

Imagine a game like Tetris but with words and a timer and a vocabulary the size of Kilimanjaro. It's fast, infuriating

and lots of fun – just don't kid yourself that it's an educational and you'll do fine.

YOSHI'S COOKIE

Bullet Proof

Official 82%

Mario's jurassic pal takes on Tetris in yet another scarey cloning incident. Highly addictive with a nice little learning curve. Should keep you busy for a fair bit. Well, I quite enjoyed it.

ADVENTURE

HERE BE DRAGONS. THIS IS THE REALM OF SWORDS AND SORCERERS.

ACTRAISER

Enix

Official 90%

It's hard to know quite what section to put this in. At first, it appears to be a side-on slasher in the mould of Rastan Saga. Delve a little deeper and you'll discover that this is in fact a huge, sprawling RPG with elements of Zelda and Populous. Classic stuff and still one of the best SNES soundtracks.

JURASSIC PARK

Ocean

Official 91%

An excellent combination of various game styles so brilliantly put together that it leaves you with that good all round action packed extravaganza feeling. Blast those dinosaurs to hell and make your way to the mainland. It will take plenty of frustrating hours until completion.

PALADINS QUEST

OFFICIAL

85%

Dave describes the gameplay as, and I quote, "brilliant". Now believe me, he's not one for banding around words of such a complimentary nature in any circumstances, so this must be particularly good. All a decent RPG should be, gripping storyline, lots of action, and loads of puzzles to solve. This is up there with the RPG big boys, so check it out!

FINAL FANTASY 2

Squaresoft

US import 89%

Although this looks incredibly dull, the sheer depth and scope of the game make it an instant clas-

sic. Shoddy graphics are greatly enhanced by the addition of a stunning soundtrack. Lots of puzzle solving and fighting and a fair bit of wandering around.

MIGHT AND MAGIC 2

Elite

Official 90%

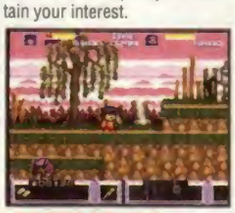
Dave orginally wanted to give this 96% but we tied him down, poured lots of hot coffee into his system and his deranged mind eventually floated back to the realm of reality. Worth 90%.

SECRET OF MANA

OFFICIAL

88%

Another of Dave's specials this one. This is role playing perfection even more so than all the other RPGs that Dave has reviewed and claimed to be superb! Glossy graphics and soothing grooves are merely the cherries on top of a substantial gameplaying cake. A monstrously huge game that'll take ages to complete, but don't sweat it, there's plenty to maintain your interest.



LEGEND OF THE MYSTICAL NINJA

Konami

US import 90%

Gorgeous looking, brilliant sounding RPG combined with some fun arcade sections. The challenge is larger and more difficult than it first seems – you'll play this into the small hours. Entirely wholesome stuff.

SHADOWRUN

Laserbeam

Official 90%

An innovative and addictive cyberpunk RPG. At last a game that shrugs off the trainspotter stigma. Arcade style shooting throughout ensures the best of both worlds.

SOUL BLAZER

Enix

US import 93%

This absolutely fabulous (dahling) role playing game is easy to get into and will have you playing it at all hours. It's the grown up version of Zelda. The plot is dark and mysterious thus giving it plenty of atmosphere. You'll be playing this for weeks. The graphics are detailed and often stunning, with good use made of the Super Nintendo hardware. The music is fine and the gameplay is deep and involving. This represents excellent value for money.

YS 111

Tonkin House

US import 86%

Fabulous RPG with nice graphics and a huge adventure to complete. Everything about this reeks of quality and the only

thing that really lets it down is a somewhat weak plot. Check it out though, it's among the best RPGs that you'll find on the Super Nintendo.

ZELDA 3

Nintendo

Official 95%

Last and certainly not least. Zelda 3 is the office favourite. This is the creation of Mario programmer Shigeru Miyamoto. Even if you're not interested in RPGs, the combination of arcade action and clever puzzles is a joy to behold. This is one of the finest video games ever and you simply must have this. Gorgeous graphics, great gameplay and months of challenge.

PLATFORM

AS WIDE RANGING A CATEGORY AS EVER GOT INTO AN INDEX.

CLAYMATES

Interplay

Official 89%

Enjoyable and amazingly addictive plasticine platform romp. Excellent claymation graphics with just a little twist of harsh gameplay make this one a treat.

DUCK DODGERS: MARVIN MISSIONS

Marubeni

Official 90%

Daffy Duck appears as Duck Dodgers in the 24 1/2 Century in this space age adventure with a difference. Mostly platform action with bags and bags of Warner Bros hilarity. Top notch graphics, plenty of gameplay, an absolutely wicked soundtrack and those wonderful speech samples. Mother!

ADDAMS FAMILY 2

Ocean

Official 88%

Pugsley's Scavenger Hunt isn't as large as the first and there is a stronger puzzle element to it. Yet again though the graphics are great, the music ooky and kooky and everything moves perfectly. It certainly isn't a two minute platform game this one.

ADVENTURE ISLAND

Hudsonsoft

Official 87%

This bouncy game has the best music that you will find on any game for the SNES. The gameplay is a bit dodgy and a touch easy at times but it's worth a

play. Just try to calm any fears you might have about cutesy graphics and you shouldn't do too badly with this.

ANOTHER WORLD

Interplay

Official 91%

More platforms than blasting mean that Another World narrowly makes it into this category. The graphics are very unusual polygons, but are put to

good use and exceptionally realistic. The music is atmospheric and superb and the gameplay is deep and complex. Once finished, you'll try to do it faster and better than before and enjoy it hugely. Highly recommended.

ASTERIX

Infogrames

Official 92%

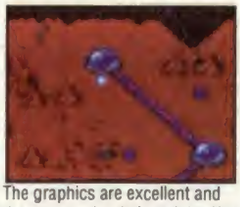
Excellent platform romp around the globe with the wee french lad who we all love. This one will last you a lifetime, what with all the levels, baddies and animals you have to contend with. No battery back up, but still a class act and very addictive.

B.O.B

Electronic Arts

Official 90%

Although this will win no awards for originality it won us over in other departments. It is quirky, humorous and fun to play.



The graphics are excellent and the progression is just right. Not just another platform game.

CHUCK ROCK

Sony Imagesoft

US import 90%

Cartoon style capers in the land time forgot all about completely and failed to include in the history books. More's the pity as there is plenty to do with rock tossing, belly bashing, eating anything with a pulse and of course saving your beloved Ophelia from the evil dinosaurs and the nasty bogey men.

DRAGON'S LAIR

Elite

Official 91%

Striking platform slasher with some very nice graphics. It's very unusual in appearance and the control method takes quite a while to get used to. Once you've mastered it though, you're in for a nice treat. It's just a shame it wasn't just that bit bigger though.

ALADDIN

Capcom

Official 88%

Beautifully animated sprites that move fluidly over superbly detailed backdrops. Sounds like a treat doesn't it? Unfortunately Aladdin is not as magical as it could or should have been. It's all mouth and no trousers, gorgeous graphics but no real substance or serious challenge for experienced gamesplayer.

FIRST SAMURAI

Marubeni

Official 89%

A classic game from way back in the mists of time. It's a mystical platform adventure with a little twist of oriental magic. A tad low on levels but full of playability and fine sound effects.

GODS

Mindscape

Official 82%

A platform shootie with a few puzzles thrown in and some commendable graphics. It's just too samey to lift it above the heads of the crowd.

LAWNMOWER MAN

Sales Curve

Official 86%

3D cyberworlds in yer face! Join Dr Angelo on a virtual mission to hell and back. Battle armed soldiers, flt through virtual worlds and work out tricky puzzles. An excellent chill out game.

HOOK

Sony

Jap/US import 87%

Although this can be slow, it still manages to keep you interested. The graphics are lovely, with depth and character and although the gameplay has been done fifty squillion times before, you'll probably love it anyway. It's one of the most fluid, playable and attractive games available on the SNES. Don't forget to pack your tights.

MR. NUTZ

Ocean

Official 93%

An exremely classy platform romp to rival the likes of King Mario. A super powered squirrel with one hell of an attitude and a mighty big tail storms his way through endless beautiful levels to battle the evil and massiveYeti.

BUBSY

Accolade

Official 87%

The fur ball with attitude is here to save the day. Help Bubsy rid the world of the horrible woolies. Collect up the yarn balls, squish the bad guys and jump the gaps. An average platform romp basically.

JOE AND MAC

Elite

Official 90%

Spot on conversion of the Data East coin-op and a credit to the British team who did the job. Hampered only by the limitations of the original, this is an attractive and playable romp. Nice graphics, excellent sound and a whole load of gameplay.

JOE AND MAC 2

Irem

Jap Import 82%

A gorgeous looking semi-sequel converted from the arcade version. It's funny and fun and quite quirky to boot. Have a go it's just possible that you'll never look back.

KRUSTY'S SUPER FUNHOUSE

Acclaim

Official 84%

Krusty is a clown from the local TV station who specialises in showing violent cartoon shows. In this game, you must rid Krusty's Fun House of the rats who now infest it. This is classic platform action.

SOCCER KID

Ocean

Official 84%

There's plenty to this game to keep you going for ages and if you decide to leave it for a day you may resume play as there's a password system available.

COOL SPOT

Virgin

Official 94%

Take a stroll down quality street and the kids will be playing Cool Spot on their SNES. Utterly wonderful graphics and a character with so much charm that people sit around and watch others playing the game. The gameplay isn't perfect but even platform-hater Alex loved this game. Cool Spot is a true star.

MARIO ALLSTARS

Nintendo

Official 92%

All four ancient Mazza games revamped and slapped onto one cart. An immensely creative cart with more levels than you can shake a NES at. A tough challenge for anyone.

MICKEY MOUSE

Capcom

Jap Import 90%

Anything from Capcom means the seal of quality and good looks for the SNES. Mickey Mouse is no exception with fantastic worlds to explore and amazing graphics. One small winge might be that the game is a little too easy to completebut you get your money's worth.

There's no certainly no doubt about that kids.

MEGA MAN X

Capcom

Official 87%

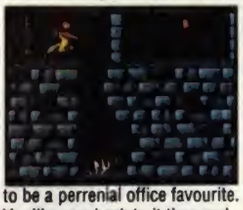
This is Mega Man's 16Mbit debut and it has made quite an impression on us. Excellent graphics, as we've come to expect from Capcom releases, and imaginative platform action make this look and play very well. Can we have some more of this please?

PRINCE OF PERSIA

NCS

Jap import 90%

Utterly fabulous in every respect, this game has proved



to be a perrenial office favourite. You'll come back to it time and time again as the game is absolutely huge. Masses of action and lush graphics are combined with one of the most atmospheric and brilliant SNES soundtracks to date.

ROADRUNNER

Sunsoft

US Import 88%

Cartoon capers with Road Runner evading the hungry coyote at the expense of everyone's patience. Great graphics, brilliant animations but let down by the control method. Wile E Coyote is still hilarious though.

ROBOCOD

Ocean

Official 90%

Theses are some of the scrummiest, most candy striped graphics you will ever find on a SNES (until Zool comes out). Frantic action is complemented

by an enormous and challenging game. The transportation elements add a touch of variety, which is much needed in platform games of this ilk. Fast, furious, frantic fun. Try it out.

ROBOCOP

Ocean

Official 89%

The graphics in this game are fantastic, and the gameplay, while fun is hindered by the difficulty level. It's one of the toughest games we've ever had in. You can complete it though – well you can if have a Game Genie or Action Replay.

SKULJAGGER

ASC

US Import 80%

Bizarre plot and dodgy graphics mask a simple and enjoyable platform romp. There isn't much to it and variety (not Bobby Davro/Bruce Forsyth) fans will soon grow bored. Nothing drastically wrong with it, but it doesn't shine.

SUPER CASTLEVANIA 4

Konami

Official 92%

You'll run out of superlatives very quickly as you try to describe to your pals the huge, sprawling and mindlessly addictive nature of this game. Fabulous in every respect and very, very urmm... large. Play as the tough Simon Belmont, vampire killer extraordinaire.

SUPER GHOULS 'N' GHOSTS

Capcom

Official 92%

Capcom's first effort on the Super Nintendo Entertainment System and still one of the all time greats. Fantastic graphics combined with creepy, orchestral music in this fabulous remix of the Capcom coin-op.

SUPER MARIO WORLD

Nintendo

Official 95%

This game is synonymous with the greatest console in the world, so it's going to have to be a stonker isn't it? As much platform playability and hilarity you can get out of a cartridge. Good king Mario is here with all his merry chums and this game is totally fantastic.

TINY TOONS

Konami

Official 90%

One of the most fabulous games to wander into Super Action Towers. Massive gorgeous graphics, smart tunes and some

unbelievable gameplay. The cartoon tie in has already shifted plenty of these but it's worth it.

SPACE ACE

OFFICIAL

90%

With trim perspectivised 3D graphics, challenging gameplay (frustratingly so at times) and pleasing graphic sequences from the actual arcade game, Space Ace is most definitely a top of the range SNES game. It is a difficult one to place into any particular genre because there are so many varied gaming styles within the one cart. It therefore falls in the catch-all category of adventure, but there are also platform sections, scrolling shoot 'em up sections and puzzlers galore. Well you know what they always say, variety is the spice of lifel.

AERO THE ACROBAT

Sunsoft

Official 87%

A weird platform adventure with just the right amount of addictive pulling power to keep you hooked for a long while. The size of the arena means you're probably gonna get lost occasionally but what the heck you can deal with that. Some people may like it more than others.

SPORTS GAMES
ARMCHAIR SPORTS FREAKS STEP THIS WAY, IT'S PARTY TIME.

CHAMPIONSHIP POOL

Mindscape

Official 91%

An age old game brought back to life in this amazing simulator. Silky smooth graphics and excellent gameplay make this game just too addictive. Buy it now and you won't leave the house for months!

NBA JAM

Acclaim

Official 92%

If you buy a copy of this, it'll be one of the best purchases you'll ever make. You can fake the funk on a nasty dunk on a nasty dunk if you want, but I'll be playing boo ya with the big boys.

SIDE POCKET

Vic Tokai

Official 85%

As pool simulations go, this is quite the most ridiculously over the top game you are ever likely to see – and we love it. You can do bizarre things with the cue ball, perform impossible feats of cue control and still have time for the odd trick shot or two. Realism goes out of the window but this is still a brilliantly playable and interesting game.

BOXING LEGENDS OF THE RING

Electro Brain

US Import 87%

An excellent boxing simulation with more than it's fair share of action and playability. Massive well animated sprites, great sound effects and a tad of blood/saliva thrown in for good measure. This has to be one of the best sports sims available for the SNES and should provide hours of nose crushing, jaw shattering entertainment. By fair means or foul you must get a copy of this cart, you won't regret it, we promise.

CAL RIPKEN JNR

Mindscape

Official 85%

The only thing that lets Cal down is that it is a Baseball

game. If you let that fact colour your thinking you'll be missing a tense two player bonanza that will rise your blood pressure.

DAVID CRANE'S AMAZING TENNIS

Absolute

US Import 92%

Fortunately for David Crane, this really is amazing. The graphics are stunning, the sound effects totally convincing and the gameplay superb. Easily on par with Super Tennis, but in order to pull that off it is unfortunately almost identical in play.

PILOTWINGS

Nintendo

Official 93%

The first game to show off the sense of depth and realism that mode seven backgounds create. A top combo of tests in any form of flying imaginable, it's over a year old but still addictive. Each event presents a more engrossing challenge and if you can stop playing before you finish it you've got no soul.

HOLE IN ONE GOLF

HAL

Jap import 91%

The first golf game available for the Super Nintendo and still easily one of the best. The overhead view of the course may not be as realistic as the polygons employed by other golf games but it's effective just the same. Nice use of Mode 7 but some tragic music.

MAJOR TITLE

Kiss UK

Official 89%

Nothing to do with Hannibal Lecter, this is golf! Play for cash

and thrill to the amazing mode seven graphics. It's great in play and the competitive aspect adds to the proceedings – certain Europress staff have been known to play this for real money. One of the best all round golfing titles.

JIMMY CONNORS PRO TENNIS

UBI Soft

US Import 89%

A great tennis game with loads of options. Whizz around the world playing on various surfaces in your attempt to become the number one seed. Not quite as good as Super Tennis but worth a look.

BRETT HULL HOCKEY

OFFICIAL

86%

Graphically not as good as NHL Stanley Cup, but at least you have some idea of what is going on, and those speech samples... they're superb! Not to put too fine a point on it, this is a pretty dang good sports sim with plenty of skating action and body checking amusement to be had by all. What more could you possibly ask for?

KEVIN KEEGAN'S PLAYER MANAGER

Anco

Official 81%

Don your curly perm wig and you are Kevin Keegan! An excellent balance of skill and strategy to please all those footie fans that have been craving for a good player manager game for the past million years.

SUPER KICK OFF

Imagineer

Official 83%

Amiga and ST owners will relate to this as it is a vast improvement on their version. A complicated and hard game that has depth and oodles of lasting

appeal. Graphically, it isn't much actually but that isn't the point as it isn't trying to break any new ground. Until Kevin Keegan's Player Manager came out it was nevertheless an essential purchase.

NCAA BASKETBALL

Nintendo

US import 90%

When this game came in the office everybody was trans formed in to hi-top wearing giants. The sound is smart, the graphics are good but the gameplay is amazing. Total addiction. The best Basketball available on the SNES and no doubt it will be for a long time to come, this is way ahead of the field.

NHLPA HOCKEY

Electronic Arts

Official 84%

Almost a direct copy of the Mega Drive version and it shows, what with jerky graph-

ics and small sprites. Good gameplay though with plenty of options and the classic head to head. Added features include fighting and the "look what I did" action replay.

SENSIBLE SOCCER

Sony Imagesoft

Official 85%

The classic football game from way back hits the SNES with a less than large smash. It's a good middle of the road football cart but doesn't have that Striker shine. It's quite sensible though.

PEBBLE BEACH GOLF LINKS

T & E Soft

US Import 90%

As professional as Langer, Faldo and Ballesteros rolled into one. Even the hefty manual is worthy of commendation. The statistics storage facility, amongst the multiplicity of good points, is a brilliant feature. Although there's only one main course for you to play about on, you'll definitely come back for a quick round time and time again. Excellent.

STRIKER

Elite

Official 86%

The best football game on the Super Nintendo. It looks like football, it sounds like football and most important of all it

plays like football. The options available widen the game and give you the chance to customise everything from hair shades to player's names.

SUPER BOWLING

Athena

US import 88%

No fun at all for a single player, yet hugely enjoyable with a couple of pals. Great graphics and sound but just a little too easy in the long run.

PINBALL DREAMS

Gametek

Official 89%

The first real pinball simulator on the Super Nintendo and it's a good one, well it's the only one, so you'll have to like it or lump it anyway! Simple graphics with very advanced scrolling and excellent sound effects make this look and feel like the real thing. With four different tables to choose from, you'll find this to be everything you could want in a pinball game.

SUPER TENNIS

Nintendo

Official 92%

Still the best Tennis game available for the Super Nintendo and indeed, on any machine ever. The computer plays a challenging game, but this release really comes into its own in the two player mode. Fast and furious tennis action at it's absolute finest.

RIDDICK BOWE BOXING

Extreme

Import 88%

Big butch comedy boxers scuff it out in a revamped idea from yesteryear. Spend a little time with this release and you'll soon be hit by its addictive punch. Having said that, you won't be reeling on the ropes by its graphics or music score, but it's enjoyable to play with or without a partner. Frankly Harry, we're pretty HP with this.

SUPER ACTION FREE CLASSIFIEDS

Good evening and welcome to the first ever Super Action FREE ads section. What we want you dudes to do is this: Send in your wants, swaps, needs – whatevers, to the usual address and we'll print them right here on this very page. Of course, no advert will be included if it isn't on an official Super Action form (see bottom of page), so if you don't want to trash your most excellent mag, simply pop it on the photocopier and then send it in. OK?

Megadrive games: Bubsy, Taz Mania, Kid Chameleon and Spiderman swap for X Men, Eternal Champions, Jungle Strike or Toe Jam & Earl 2, or any other good game!! Also WH4OK rules £8 supplement £5. Call now on 0646 681 044 Now! (Will also sell games for £2S) Bye, Ben Haggar.

Straight swap! I have Super Kick Off and will swap it for practically any game, or will sell for £10. Ian Burgess Tel: 0925 728050 (around 5pm please).

Swap wanted! I will swap my GAME BOY with 9 GAMES (Bart Simpson/Camp Deadly, Terminator 2, Super Mario Land 1 &2, Nintendo World Cup, Star Wars, Spider Man 1,Mortal Kombat, Mega Man 3, Tetris, Game Genie) with car and mains adapters, Nubby light magnifier, link-up lead...for your GAME GEAR, with mains adapter, some good games and anything else you have got! Tel: 0737 352462, if answering machine, leave your name and number and I will get back to you. Local area only (Surrey/South London) Thanks bye - Michael Champion.

Swap Snes Street Fighter 2 turbo edition for Lethal Enforcers or Empire Strikes Back and another game or Dynablaster and another game. Phone Adrian on 0946 64992.

I will swap my Citadel Minatures which include 20 minatures of which ten are terminators, and paint set for two Gameboy games, like Zelda, SuperMario Two, Star wars or Championship pool. Tel: 0923 674845. Antony Roberts.

YFor Sale: 3 N.E.S games, all boxed with instructions and are in good condition they are Mega Man 2, Eliminator boat ovel and Monster In My Pocket, but Mega Man has no Manual. Sell all 3 for £35 or £10 seperately. Jason Cotter, 0634 S74 402.

Mags for sale or swap for Game Boy/SNES games. Over 100 mags. GB Action, NMS, Game Zone, Games Master, C&VG, Super XS, SNES Force and others. Swap for Game Boy games or cash. Chris Ryan, 071 789 0828.

Misc swap SNES + 7 games inc. - Secrets of Mana, 7th Saga, S.F.2 carrying case, game master + universal adapts + loads of mags for Amiga A500 or 600 + games or sell SNES for £240 O.N.O. Contact C Biggin, 7 Larpit Green, Whitwell, Worksop, Notts, S80 4TY.

For sale: Master system 2, includes Sonic 2, Alex Kid and 1 contra pad selling for £45 O.N.O. Also games for Game Boy for sale: Jurassic Park, Duck Tales, Hook And Robin Hood Prince Of Theives, all £13. Write to: S Lindley, 269 New Rd, Staincross, Barnsley, South Yorkshire, S7S 6EP.

Erasure CD's for sale! Wonderland, The Circus, The Innocents, Wild!, £3 each. Phone Ben on 0602 702 341 for details. Also for sale: Bad, a Michael Jackson classic, £3. Phone now!

Master system + 17 games including Tazmania, Sonic Chaos, Moonwalker and other great games. 2 pad and all equipment. £100 O.N.O. Call 0S70 423 134 and ask for Matt. Don't delay, call me today!

For sale or swap: Zelda £15, Tetris £10, Phantom Air Mission £10, F-1S Strike Eagle £10, Crash Dummies £10 or swap for Duck Tales 2, The Empire Strikes Back, Mystic Quest or Who Framed Roger Rabbit. Tel: 0203 302 043. Robert Johnson.

Hello. I have Parasol Stars, Yoshi, Boulderdash and Nintendo World Cup boxed with instructions, all £10 each, or all with carry case £45. Just ring 0689 875 443. Ask for Iain.

For sale: An Amstrad notepad computer (NC 100) = £100. Jody Bunting, 7 Church Ave, Hatton, Derby, DE65 5DP, Tel: 0283 814 185 - the official number one Gladiators fan!

For sale: Game Boy games - Beetle Juice £11, Double Dragon £8, or swap for any old, good or crap game. Ring Ben on 0284 824 042 or fax on the same number.

Best of the Best Championship Karate for sale for £1S, I must be crazy. If interested write to: D Huggett. First one to come gets it OK, so hurry. My game is boxed. 194 Staplegrove Road, Taunton, Somerset, TA2 6AH.

For sale: Fish tank with all starter basic equipment only for £45. Also for sale: Beetle Juice £11 and Double Dragon £8. For more details phone Ben on: 0254 824 042. Please, in need of money.

For sale: External floppy disk drive, TV adaptor, X Former, mouse, manuals. Unwanted gift, perfect condition, £150 O.N.O. Phone 0327 351 671.

Will sell: Lemmings - £14, Super Marioland 2 - £12, Alfred Chicken - £15, Dr Franken - £10, Dr Franken II - £12, or swap any of these for Tiny Toons 1 or 2, Zelda or any game rated over 80%. Phone 0536 512 214. All boxed apart from Alfred Chicken with just a plastic case. Joanna Rawling.

For sale: Game Boy and upto 10 games, including Alien 3 and TR Tennis, Action Replay, mains adaptor. Phone Ally on 0502 S18 151.

For sale: Fish tank + brand new basic equipment, including rocks, pump x 2, light x 2, tank and tank lid, filter mat, chemicals and much more. P.S fish not included. P.P.S Must be able to pick up from Blackburn area. Ben Farmer, 0254 824 042.

For sale: Megadrive with 4 games including Road Rash 2 and Sonic. Also carry case and 2 joypads. Also Game Boy games for sale Metroid 2 and Mercenary Force £10 each. Megadrive £150. If interested phone 0844 260 184 after 3.30pm and ask for Andrew.

For sale or swap: Super Nintendo with Mario kart and SFII, will sell for £90 or swap for lots of Game Boy stuff. Write to Greame, 9 Peregrine Place, Longbenton, Newcastle upon Tyne, NE12 8QP or phone on 091 266 3879. Everything considered.

Tyco 'Heads Up' radio controlled car for sale. Two speed & turbo, up to 30 MPH approx. Full function, used twice, 8 months old, fully boxed and in mint condition, complete with batteries and charger, instructions and spare parts sheet, in sleek black. £45 O.N.O. Phone 06973 43251. Philip Groom.

Nirvana's last ever tour. Own a ticket to one of these gigs. Serious offers only please. Only three tickets available. Write to: Bob, 3 Bridge Wood Road, Worcester Park, Surrey, KT4 8XP.

Megadrive for sale, 8 games including FIFA, John Madden '92 and Micro Machines, also with 2 joypads, one 6 button and arcade joystick. Worth £S50, selling £260. Thrown in: Super Soaker 500. Ring Andy on 0222 616 708. Everything is boxed.

Pen pals wanted. Must be between 12-1S years old, who likes any kind of music and has a Game Boy. Must live in West Yorkshire area. 100% reply. Photo if possible. Leon Gledhill, 459 Bradford Road, Bailiff Bridge, Brighouse, W Yorkshire, HD6 4BT.

Penpals wanted. 100% reply! Must like pop music and sport. Aged 13-16. I am 15. Male or female, doesn't matter which, so pick up your pen and write to: J.B, Kingfisher Close, Farndon, Chester, Cheshire, CH3 6RE.

Are you 13+, male or female with a crazy sense of humour? If so, then write to Nicky Henson, 29 Wood House Lane, Horsehay, Telford, Salop, TF4 3BL. Reply guaranteed.

Hi, penpals wanted any age. I like most games, especially games like Zelda. I have a SNES and a Game Boy and hope to get a Megadrive soon. Well if you are interested write to Michael at: 33a Stanley Road, Southend-On-Sea, Essex, SS1 2HB.

Do you have a Megadrive, SNES Master System or Game Boy and want some excitement in your life? Any age over 10 years. 100% reply. Any sex. Write to 12-year-old lively male: R. Lowtherharris, 41a Parkfield, Pucklechurch, Bristol, BS17 3NP.

13 year old boy seeks 12-14 year old babe. Must like chart music, sport and having fun. Please write to Edward Tanner, 46 Milverton Road, Winchester, Hants. SO22 5AP. I can't wait too long. Thanks.

Hi, penpal wanted, female aged 15-16. I am 15. I love sport, mainly football. I support Man. United. I am male. Please write to G.H, 24 Falstone Close, Gorse Covert, Warrington, Cheshire, WA3 6SU.

Transformers vidoes, comics, annuals, toys and any other stuff wanted, especially early stuff. Second hand prices paid. First come, first served. Write to: Bob, 3 Bridge Wood Rd, Worcester Park, Surrey, KT4 8XP.

OK, so you've gone through everyone and finally got to me. Well listen up. HELP!! I'm desperate to get issue 16 of GB Action. Willing to pay £3.00. I'll send an S.A.E. Please someone help me. Barry Darra, 0673 861152.

Wanted: WWF mags-March, June, July and August 1993. Will swap for a Double Dragon II LCD game (cost £20) or GB Action issues 8-17, please help!!! Phone Katherine on 061 456 7665. What a bargain! P.S. WWF is not naff!!!

Wanted: Dr Franken for the Game Boy at £12.00 or less. Please hurry, call 0734 332 771. Hurry up please. Matthew Tucker.

HELP ME! I want Tiny Toons and Crash Dummies for any of these: Dyna Blaster, Bionic Commando (Import), Super RC Pro-Am, Lemmings no instructions, all others with box and instructions. Do me a favour, Phone 0245 222 817 now. Ta very much mates! Duncan Cramphorn.

Wanted: Instruction books for Mario Land 2 and Dr. Franken. Also swap my Zelda for your Alfred Chicken. Birmingham area. 021 705 1209. Mr. R. Hobbs.

Wanted: 4-in-1 Fun Pak I or II, The Humans, Batman: Animated Series, Tiny Toons 2, Pinball Dreams. If you have these to offer, phone Richard on 0342 892 377, between 2-6pm Sat and after 7pm on Tues only please. Any calls outside these hours will not be dealt with!

Wanted: Issues 21 and 23 of GB Action mag with all tips and guides. Will pay £1.50 for each one. Jason Sheppard, 0342 824 262.

Wanted: Multi Games Hunter for use with UK SNES. No O.T.T. prices please. Phone Adrian on 0946 64992.

Wanted: Game Boy games for under £12 each. Tazmania and Zool. Mortal Kombat and Jurassic Park for £12 each. Call 091 516 0418 Sunderland area. Ross Jameson.

Wanted: Bomb Jack for the Game Boy. Phone 0372 720 534 anytime. Good money if boxed with instructions. John Grigg.

Wanted! Reviews, cheats and other groovy stuff for well cool GB Magic Magazine! Send 20p and a stamped SAE for a magazine! P.S Sorry to the ad's typist for the exclamation marks!!!!!! oops! FH, 27 Burnside, Hadington, East Lothian, Scotland, EH41 4ER.

Have you got Basketball posters, caps, or anything else to do with the sport or anything to do with Cypress Hill eg, tapes, hats, T-shirts. I will pay anything up to £5 but this is negotiable. If you have enough stuff I will swap for a game. Tel: (0776) 702951.

Advice on Lurv, Luck, Life and basic astrology. Please send £1.S0 and an SAE to RSC, 12 Migvie Grive, Kingswell, Aberdeen. AB1 8GD. State your age date of birth and where you were born. P.S. Also help on GB games. State game name.

There will be loads more exciting classifieds in next month's thrilling issue of your favourite Super Nintendo magazine, so remember to reserve your copy today! Sales, swaps, wants, fanzines, pen pals, messages – basically anything you want can go into these adverts – all free of charge. That's as long as they aren't naughty, saucy, sexual or illegal of course. That's it. See ya next month.

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of Super Action

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COMING SOON

NEXT ISSUE OUT 18th JULY

NEXT MONTH IN ISSUE 25 OF SUPER ACTION

WORLD CUP WINNERS!

Next month we'll be carefully selecting the five lucky lucky winners of our fantasy footballing compo – INTERACTIVE FOOTBALL. Our soccer crazy Editor, Mr Alex Lee, will be looking over the final instalments and plucking the finest football teams from the big bag o' entries. Top sports simulators Elite are footing the bill for all the wicked prizes, so respect goes out to them next month also. Speaking of Elite, we've just received news that World Cup Striker has hit the Gallup games chart with one hell of a bang – crashing straight into the top ten in its first week on sale, it swiftly moved itself around and is now residing in the coveted NUMBER ONE spot! Congratulations to all the guys at Elite from all of us here at Super Action HQ, and an extra special little pat on the head goes out to wee Dino Landucci too. Right, reserve your copy now or you'll end up without!

STAR TREK: FUTURES PAST
All the freaky new cast of Star Trek will be beaming down to earth in next month's issue for a full review. We dare to probe where no man has probed before, missus.

SUPER ADVENTURE ISLAND 2
The long-awaited sequel to the platform classic from yesteryear is now brought back to life by Virgin and Hudson Soft. Will it cut the console mustard? Tune in next month and find out.

YOGI BEAR'S CARTOON CAPERS
We know we've promised it a thousand times before and we've shown you numerous pictures and screen shots, but hey, we just might get a copy of it this time around. Fingers crossed.

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